IRONWATCH
13
Issue
03

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Cover art by Boris Samec
Title art by Mark Smith

ABYSSAL TIDINGS

A Message from the Editor

Thanks again for reading the third Issue of IRONWATCH magazine! The Dreadball kickstarter finished with a bang, leading directly into the much-awaited release of the Warpath 2.0 rules! In addition, sculpts and greens of figures for both the Kings of War as well as the Dreadball Kickstarters are cropping up, reinforcing the dedication Mantic has to keeping their promises of production for us, the valued customers.

One popular feature seen in other wargaming magazines is that of the model gallery, where dozens or more models from various painters are showcased and displayed. We hope to start this tradition for the IRONWATCH magazine as well, but we need your help. Please send us pictures of your models, either by contacting us via PM on the Mantic forums, or by direct email to winslows010@yahoo.com. Make sure to include either your name, your forum handle, or both, and we can be sure to get you credited and included in the next issue of IRONWATCH!

Plus, be sure to keep an eye out for next issue, where we'll have another stunning tale from Matt Gilbert about a Fey encounter, as well as hopefully batreps and optional rules for you to be able to use with the new Warpath 2.0 rules! As mentioned in the sidebar to the left, if you'd like to comment on the magazine or contribute to future issues, please contact us on the Mantic forums under the discussion labeled "Ironwatch Issue 3 Feedback." Welcome to the Watch!

-Austin

Corrections:

The last names for contributors Alex Visentin and Maxwell McDougall were incorrectly spelled. We apologize for the error.

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UPCOMING NEWS FROM MANTIC GAMES!

Warpath 2.0 Beta Rules Released!

The second edition of the beta rules of Warpath have now been released, and you can download your own free copy at

http://gallery.mailchimp.com/e62f0c35454fa3ba687404d69/files/Warpath_II_Rules.pdf

As Mantic said in their newsletter,

"Warpath 2.0 is still in beta and we need your help to test it and the army lists over the next year. We've set up a dedicated thread for feedback over on the Mantic Forum, and we want to know what you think regarding the rules, the army lists and everything in between. "

In addition, if the ruthless Corporation, tough Forgefathers, swift Marauders, or sneaky Veermyn don't fit your particular playstyle, be sure to keep an eye on

http://forum.manticblog.com/showthread.php?18-Compilation-of-Warpath-Army-lists-and-rules

as the various fan army lists there get updated to be compatible with Warpath 2.0!

Plus, be sure to check out the Quick Reference Warpath pages, provided by Mark Smith. They're a handy way to keep all the essential rules on just a single page, and the special abilities on a second page!

Corporation Zombie Troopers, released as a special Halloween option by Mantic.
This offer may not be available after Halloween (And thus after the release of this issue of Ironwatch),
but be sure to keep your eyes peeled for similar special deals and bundles in the future!

UPCOMING NEWS FROM MANTIC GAMES!

Mantic Fan Wiki Looking for Editors!

The Mantic Wiki continues to grow, but we still need your help to continue to make it even better!

http://manticgames.wikia.com/wiki/ManticGames_Wiki is getting bigger and bigger by the day, but we need your help to keep expanding and adding as the hobby grows so be sure to visit, and if you'd like to log in and help edit, use the following login info:

Username: ManticWiki
Password: Futureofgaming

Thanks, and be sure to check back as our wiki continues to grow!

More KoW Kickstarter Ogres!

Wow! Remy continues to create beautiful work for the Mantic KoW Kickstarter ogres, as you can see from the below pictures. Not only are they incredibly true to the original art, but they also contain a wide variety of heads and weapons to ensure no two of your brutes need look alike!

Stay tuned in the next few months, as they release further teasers, as they have teased indications that Werewolves will be the next sculpts being released. In addition, check the Kickstarter updates page to see their work on the Harpies, Gore Chariot, and Abyssal Dwarf Obsidian Golems as well at

http://www.kickstarter.com/projects/1744629938/kings-of-war/posts

Kingdoms of Men Ogre Sculpts by Remy
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The Owl and the Blade

By John Hoyland

Part 2

Blood
I

War's touch was not far from the People of the Owl. Deor Ule sent out scouts north, east and west and, within a day and a half, the first of these scouts began bringing reports of farms burned, of villages razed and of bodies blackened by fire and twisted by torture.

They brought reports too of skirmishes. The men of Gratticus King, liveried in red and yellow, were putting up a brave fight, but they were few and they were disheartened. They hit and ran, never facing the orc on equal terms and never fighting fair. To give Gratticus his due, his troops of archers were well-drilled and proficient for the task but, as more reports filtered back to Deor, and as Deor had the chance to question some of the human soldiers personally, it swiftly became evident that most of the fighting troops that Gratticus could muster were either slain in the field or called to his capital, there to await his ending.

"Is his capital besieged?" Deor asked of both his own scouts and the men he was able to question.

By Boris Samec

"Not yet," he was told. "But it cannot be long."

Eolos the Ranger did not return from Gratticus King and Deor Ule knew he could not wait. He called together his council of war.

"My Rangers tell me that the main strength of the orc is all before us," he told his council, "So my people are safe for the time

being. The orc, as yet, is unaware of our presence and is too bent on striving for Gratticus King's capital that it gives little thought to scouting its rear, or worrying about a strong rearguard.

"We will fall upon the orc with main force and, though he outnumbers us three times, victory will be ours. Thus will be recorded the first battle honor in the Chronicle of the People of the Owl."

II

The sun had not yet gathered her strength; the shadows were long and the dew still glittered on the grass when Deor Ule's scouts brought word that the orc was arrayed before them.

"Are they aware of us?" Deor asked, dropping his coat of mail over his head and wriggling his arms into the sleeves.

Though he outnumbers us three times, victory will be ours. Thus will be recorded the first battle honor in the Chronicle of the People of the Owl.

"No my Lord." The scout's clothes were damp from slithering through long grass and gorse.

"And they have set no rearguard?"

By Boris Samec

"None, my Lord. Their attention is all on the capital city, whose walls are but a few mile's march hence."

"Then we will strike their rear and destroy them utterly." Deor beckoned for his herald to come close. "My compliments to Breydd, he is to send his squadrons east and west two miles, keeping out of sight and sound of the enemy, then turn and fall upon their flanks with all the clamor of war that he can muster!" The herald bowed and left. "And once our cavalry have commenced their attack," Deor said, as much to himself as to the still-kneeling scout, "We will crest the hill and fall upon the orc."

III

Breydd let the berserk fury take him. It swept over him with the power of a storm gale. His mouth opened to roar, though he was barely conscious of it, and as the noise left his throat so his fellows joined in, throwing a great, ululating war-cry to the heavens. Heavy bladed spears were held high, blue and white pennons tearing at the wind. The brocks that were the dwarfs' mounts, vicious beast whose temperaments at least matched those of the warriors they bore, snapped and growled as they ran, jaws champing and clacking, flanks heaving.

By Boris Samec

Too late the orcs spotted the danger. Ragged battalions on either flank turned to face the danger but orcs have never been a disciplined fighting force. The maneuver was ill worked and uncoordinated and Breydd's cavalry knew their business well. Spears were leveled to full tilt as the distance closed to nothing, necks were hunched into shoulders, jaws were set in grim determination.

The crunch of impact made the earth shudder. Orcs shrieked as they reeled. Flesh was split, blood was spilt.

And battle was joined.

The crunch of impact made the earth shudder, though the cavalry numbered but a few dozen on either flank. Orcs shrieked as they reeled. Flesh was split, blood was spilt.

The brock riders barely slowed after the charge. Orcs were thrown to the ground and trampled hideously. Bones crunched and organs burst. Orcs shrieked their pain.

The dwarfs cast aside their spears and set about themselves with axes, hammers, maces and morningstars. Their mounts joined in, cracking bones between vice-like jaws and swiping chunks of flesh with yellowed claws.

But slowly the bloodlust of the orcs brought them back into the fight and dwarfs as well as orcs began to fall. Even in the throes of

berserk fury, Breydd sensed the moment and had the withdrawal sounded, hoping that similar signal was given at the other end of the battle line.

And then, even as Breydd and his riders began working themselves free of the press, Deor Ule sounded the charge at the enemy's rear.

I am Deor Ule! I am unHolded! Come! Feel my axe!

IV

For Deor the Owl, combat brought freedom. No time now to worry on the fate of his people. No time to play politician or Clan father. His axe swept in clean, well-rehearsed arcs, cleaving where it struck, countering where there was danger.

This was the life of the Warrior Lord; to lead from the front, to stand shoulder-tight with battle brothers, to feel the stinking breath of the foe on your face, to taste the iron tang of his blood in your nostrils.

Deor Ule laughed as he slew. "I am Deor Ule!" he cried. "I am unHolded! Come! Feel my axe!"

The orc battle-line had recovered from the shock to its flanks. Had turned to the threat from its rear.

And now threw itself at its foe with all the might it could muster.

By Boris Samec

By Boris Samec

Blade

I

The sun hit its zenith and Areg pulled himself to his feet. Careful to affect as nonchalant a demeanor as he could, he sauntered over to where a knot of dwarfs – all male and all either too old or too young to be fighting – were hanging on the every word of one of Deor's runners.

"The battle is fully joined," the runner spoke through panting breath. "Breydd's cavalry tore up the orcs' flanks and now the Owl himself stands at battle's center, hewing the foe. The orc cannot long hold – we will carry the day for certain!"

The dwarfs cheered and clapped at this, slapping each other's' backs and chuckling to each other. Areg took a couple of hearty slaps on the back and offered well-meaning smiles of encouragement in return. Then, as the dwarfs clamored for more detail from the runner, he quietly slipped away.

He had an appointment to keep, and woe betide him if he was late…

II

The woodland was still and quiet, a tranquil pool away from the huddled mass of landless dwarfs and the noise and action of their lord's battle with the orcs. It was pleasantly dappled with midday sun; refreshingly cool in the heat of the early summer.

Areg was sweating freely anyway.

"You border on tardiness." Areg jumped at the voice, cursing himself even as he did so.

He had strained every nerve to its highest height, determined to show his rendezvous that he was no coward

He had known the voice would come from nowhere, had known it would take him by surprise, had known he would jump with fright at it. He had known all this and so he had strained every nerve to its highest height, determined to show his rendezvous that he was no coward.

The moment he let his frustration get the better of him, the moment he dropped his guard for the slightest heartbeat, the moment he turned even a fraction of his

concentration from taking in every tiny sight and sound, that was the moment the voice spoke.

It was as soft and melodious as ever. As singsong spell-binding as ever. As heart-meltingly beautiful and as gut-wrenchingly terrifying as ever.

By Boris Samec

"I cannot simply walk away at a moment's notice," he growled, hoping he could keep the fear from his voice. "It would… arouse suspicion. I am forced to wait for distractions before extricating myself from the throng."

"I would see your face."

"My face? No. I will not grant you that. But you may look upon my form."

"You could have walked away from that over-excited mass of mewling pups and scratchy near-deads any time you liked. You chose to hang around. Were you seeking reflected glory? Hoping someone would draw attention to your closeness to your kingdomless king? The vaunted counselor, whose words guide the king's actions? A doubly important voice now your people are unHolded? You are pathetic. I wonder sometimes if we should let you rule in the Owl's stead."

"Show yourself," hissed Areg, trying to hold on to at least a shred of the initiative. "I tire of talking to a disembodied voice."

A still silence.

Then a prick of pain in the lower back.

Areg tensed, but refused to be cowed by fear. How could any being, elf or otherwise, move so damned *quietly?* It went against nature's law. "You were watching me in the camp of my people?"

"It is rare that I am not watching you, counselor."

"I would see your face."

"My face? No. I will not grant you that. But you may look upon my form. Turn around."

Areg did so, dread stealing into his heart.

Why should that be? Why should he dread to look upon an elf? He had traded with elves many times. They held no dread for him.

"A dread sight, is it not?"

I want further assurance that I will wear the crown after Deor's death!

He reads my thought? He reads my thought!

The elf was wrapped entirely in purple. A deep hood hid his face entirely and – beyond the fact that he – *he? She?* – was as slender as was to be expected, and as tall – the cloak of purple gave no hint to his form. Of the blade that had a moment ago been poised at Areg's back, there was no sign.

"How does the Owl?" asked the faceless purple cloak.

Areg swallowed. "The battle goes well for him. His stock among our people will rise after this."

"Then you must use all your wiles to ensure that this rise is followed by a fall, counselor. Have you learned where the Owl leads you yet?"

"He will not say, save that he follows his star."

"How quaint. 'His' star is the one that your people name *Ariadd,* is it not?"

"How did you..?" Areg swallowed again and swiped sweat from his brow.

"Do not be so conceited as to think that I watch only you, counselor." The elf paused, as if considering for a moment. "Ariadd shines in the north. Very well. I will take this to my master. You and I will speak again one week from now, unless I send sign that it is to be sooner."

"How will I know? What your sign is, I mean?"

"You will know." The elf turned to go.

"I want further assurance that I will wear the crown after Deor's death!" Areg blurted.

Even as he spoke the words he knew they were a terrible mistake. The elf was across the clearing quicker than moonlight. Areg felt cold steel prick at his throat.

"The fact that you still draw breath after our conversations is more than assurance

By Boris Samec

enough," the elf whispered, though to Areg it seemed a raging shriek.

He nodded.

The blade was withdrawn and disappeared inside the cloak. The elf backed off a pace.

"Tell me your name at least, or some moniker by which I might know you."

The elf – perfectly still cloak and hood once more – appeared to think upon this. After a time, he gave the slightest shift of his head.

"Amongst my people I am known simply as The Blade," he said.

And was gone.

To Be Continued…

By Boris Samec

REVENANT KNIGHTS

By reVenAnt

This time I'm going to show you one of the best unit, both in game and from the miniature point of view, which took part in the Undead army list.

I'm talking about Revenant Knights: heavy and fast enough, not that expensive, but always a menace for enemies with their charge!

As you might have seen in the previous issue, in which I've shown some shots of a Skeleton Horde, my color scheme is always bright and purple themed, although undead horses have received a bloody painting on their flesh exposed parts, and a few on their bones too.

One of the models that took me more time was of course the standard bearer, on which banner I've freehanded a sort of ethereal horse, while on the other side of the flag there's the classic Undead logo designed by Mantic Games.

You might recognize one of the more characterizing and recognizable effect of the paintjob, the teal paint that has been used on knights and horses eyes, and of course on weapons too. In combination with the Skeleton Horde, this is a unit that cannot be not deployed in every battle...

The unit is completely made from the Mantic Games Revenant Knights kit, very good sculpt these, nothing to say! The only expectations are the tombstone and the champion's head. For making this model even more epic and eye-catching in the unit, I've made a little conversion and resculpt on his horses back legs, so that it seems a bit more dynamic.

Vampire. Still no name for him, his story has to be written on battlefields, maybe with the campaign rules you'll find in the new Kings of War rulebook!

I hope you've like this article, see you soon on next issue of the fantastic Ironwatch!▪

-Alex "reVenAnt" Visentin
www.WarGamesForum.it

Quoting a sentence I used in the last issue : "*One of the thing I love to make after finishing painting a unit, is to provide it a proper hero.*", and so here we have another scratch-built character.

The hero I've chosen to realize this time is one of those who, although on foot and not on a steed, is almost fast enough to compare his speed with Revenant Knights ones. I'm talking about the Vampire, introduced for the first time in Kings of War 2011 edition rulebook.

Once again, one of the childhood toys was good enough as a base for a conversion. So, starting form the Mighty Max Skull Master, only replacing the weapon, adding a second sword and making a proper base, I've got my

The Rod of Command

A Kings of War Scenario

By Sahrad Vora

Rumor of war comes to the Kingdoms of Men. Scouts have seen Elven Hosts marching north with terrible speed – why? A dark day with rain that turns to sleet then snow follows a dark rider to an outpost, manned by just a handful of men forming a shieldwall. The dark rider falls off his horse and as the men rush to see what has happened, he rises and in a deep an terrible voice, announces that the Hell Beast cometh! He then vanishes, disintegrating into nothing more than mist. The men all look at each other and fear is in their faces!

The Scenario

Armies

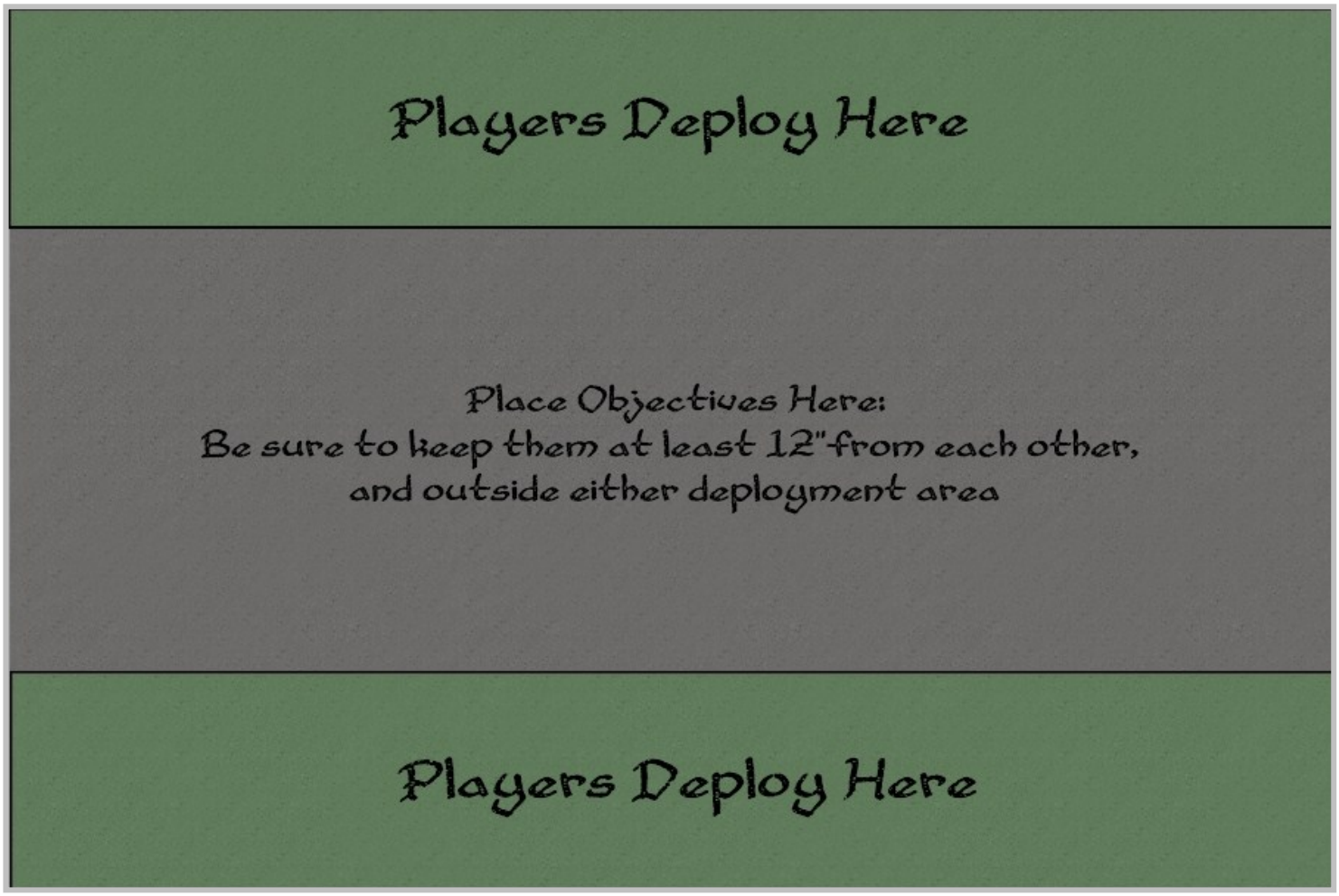
Abyssal Dwarfs and any other force.

Goal

To find and hold the rod of command; this will allow the bearer to command the Hell Beast to either go on a rampage or go back to the Abyss whence it came.

Objectives

Place 2 objectives per player but must be outside their own deployment area and at


Players Deploy Here
Place Objectives Here:
Be sure to keep them at least 12"from each other,
and outside either deployment area
Players Deploy Here

Rod of Command Deployment Map

least 12” inches apart. At the end of the game, for each objective held, roll a D6. Total the scores and the player with the higher total has found the Rod and has won the game. In the event of a tie, play another turn and roll again. If it is still a tie then neither side has found the rod nor will they find it and the game is a draw.

Additional Rules

The weather is really bad – rain, sleet, snow and winds that howl! All missile attacks are at -1 to hit. This does not affect Breath Attacks, Zap! or Heal. All gunpowder weapons (Like cannons and rifles) are at an additional -1 to hit as they struggle to keep the powder dry. Flying is impossible as the winds make it dangerous to fly and beasts etc. will not take flight but wish to find shelter from the gusts and poor weather.▪

By Boris Samec

KINGS OF WAR RANDOM EVENTS CARDS

By Stuart Smith

My gaming group have been using Random Event cards for quite a number of years now fighting our way through Arthurian Wars with 10mm figures, battling the English Civil Wars in 6mm or having six gun shootouts in 28mm. Random Event Cards always add extra spice, an enjoyable bit of an unknown quality to a game.

These Kings of War Random Event Cards have been designed to fit in with any game or scenario adding an element of surprise to even a straight forward 'Kill' battle. There is a chance of course that the cards dealt to you may unbalance a game unfairly in favour of one side but then when was war ever fair and balanced? Just enjoy the challenge.

To use the cards simple shuffle them and deal (usually) one card to each player before the start of the game. The information on the cards let you know when it is best to use them. We have used Random Event Cards in one on one games but also in big multi-player battles, all to great effect. I hope you enjoy using the cards and of course once you have used the cards a few times you may wish to invent your own cards; just be sure to share your ideas with us all here at Ironwatch!▪

CALTROPS, p64

Mark out an area 6”x6” within your own deployment area (during deployment). Cavalry and Large Cavalry treat this area as Dangerous Terrain, all others treat as Difficult Terrain.

VETERANS

Add +1 to the Nerve values of any one of your units.

INSPIRING

Select one of your units which now becomes Inspiring to itself only.

MERCENARIES

Your force is enlarged by the hiring of a troop of Ogre Mercenaries.

	Sp	Me	Ra	De	At	Ne
3x Ogres	5	3+	-	5+	9	12/14

Special Rules: Crushing Str:1

BLANK

But keep this card face down to worry your enemy.

MERCENARY HERO

Your force is enlarged by the hiring of a Human Mercenary Hero.

	Sp	Me	Ra	De	At	Ne
Hero	5	3+	-	5+	3	10/12

Special Rules: Crushing Str:1, Individual

OUT OF AMMO

Play this card on any one enemy unit. After it’s next turn of missile fire it is deemed out of ammo for the rest of the game.

HEALING POTION

ONE USE ONLY

One unit may restore 2xd3 hits when this card is used. Note that a unit may not be restored to Nerve values greater than it’s original values.

WISE TATICIAN

You may choose to deploy last, after all other forces have deployed, including enemy units with the ‘Vanguard’ special rule.

BLADE OF SLASHING

Add this magical weapon to one of your characters/heroes which gain one extra dice when attacking in melee.

DANGEROUS TERRAIN

Play this card at the very start of your first turn of the game. You can now designate one area of terrain on the board as Dangerous Terrain as per the rules on p.52 of the main rulebook.

BUNCH OF COWARDS

Play this card against any one enemy unit and its Nerve values are reduced by 1 for the rest of the game.

QUICK THINKING

You gain a +1 or -1 bonus (your choice) to the dice throw for who goes first as described on p.47 of the main rulebook.

LUCKY DEVIL
(RE-THROW)

This card allows you to re-throw one dice throw (including all of one set of melee dice for example) at any point in the game.

BREW OF HASTE

One of your units counts as just having drank deeply of a Brew of Haste thus increasing its movement rate by 1" for the rest of the game.

QUICK FIRE

One of your missile armed units (not Individuals or Artillery) may fire twice on the turn that this card is played as long as they are stationary (on Hold) this turn.

CURSE

Play this card against one enemy unit, that unit has -1 to hit on all melee attacks on the turn the card is played.

HEALING POTION
ONE USE ONLY

One unit may restore 2xd3 hits when this card is used. Note that a unit may not be restored to Nerve values greater than its original values.

CONFUSION

Play this card on any <u>one</u> enemy unit at the start of its turn and it must be on 'HOLD' orders, the chosen unit may not move or fire this turn.

BLANK

But keep this card face down to worry your enemy.

THE STAR-STRUCK CITY

A skirmish rules supplement for Kings of War

by Austin Peasley

Some sailors said the Forsaken Isles were cursed, and that the three islands were scoured clean of any trace of the Primovantor cities there in retribution for their meddling with the very essence of Mantica itself. Tales speak of the smiting of the colonies by a tidal wave, wrought by a silver star from the skies themselves that landed in the waters nearby. Others claimed that the colonies were abandoned due to an onslaught of creatures from the waves. They say that the treasure and ruins from the islands were taken to fill the war coffers of the various nation-states throughout the ages following the fall of the Primovantor, leaving the barren isles seen today.

However, they were all mistaken. There was a fourth island of the Primovantor, forgotten to time and hidden by the cruel waves of the Inant Sea.

Only the most arcane tomes of the Celestials, untouched by living gazes for millennia, have seen the truth: This island was home to the

By Stuart Smith

By Boris Samec

largest of the Primavantor colony-cities, the city of Casa-Omicidi and jewel of the Primavantor empire. Even from there merest hints in these ancient texts, the lost wealth from this city alone could fill a treasury for the greediest king a thousand times over, and both their technology as well as magical knowledge would dwarf the finest examples of the respective crafts as a mountain dwarfs a pebble. Unfortunately, this great wealth was locked in the grip of the waves and was lost to all of Mantica…

Lost, that is, until a recent sundering of the distant seabed forced the forgotten island to the surface.

Now, the city has been exposed, the coral and barnacle-encrusted ruins towering over the other three islands and with water still spilling from windows and balconies even days after the city's emergence. Treasure-hunters and mercenaries from across the known world have flocked here to seek their fortune, already discovering shards of the star that fell and smote the city. The smiths and magi of the various nations value this metal even beyond gold due to its properties of strength and magical conductivity (Colloquially referred to as "Starmetal").

A unique feature of this "starmetal" is that every piece, regardless of size, has both a silvered and a blackened side, and both facings offer unique magical properties. The reflective black side enhances weapons to give them an edge unmatched by any other blade, while the silvered side creates a temporary magical ward on armor or skin that can repel even the strongest of blows. Additionally, these facings seem to be far more malleable to wielders of pure or corrupted intentions, and as a result have become known as Abyssalite or Celestium. However, constant use of these unstable materials have begun to warp minor yet noticeable changes in the individuals using them, and one can only guess at what would occur with long-term use of the starmetals.

Casa-Omicidi is now a battlefield, with a thousand tiny wars and skirmishes fought in an equal number of streets, alleys, and courtyards. In many places the water runs red from blood spilt over even the smallest of baubles, and the waters surrounding the city

are filled with a constant supply of flotsam and jetsam from the dozens of naval engagements as the various factions fight for rights to salvage and land on the island. Indeed, many of the various ruling princes and kings are using this discovery as an excuse to hinder the interests of their opponents, and fights over political documents or to assassinate an enemy official are not unheard of.

By Osbad

Worse yet, not all of the blood has been spilt by newcomers to the city: Inspection has found the enormous unbreakable metal object in the huge crater in the center of the city was actually cracked-open and hollow, and the interior was covered in hundreds of sets of scratching claw and talon marks up to a foot in depth; Bodies have been found cut raggedly in half, even those of feral werewolves and ogre mercenaries, as if by a huge claw or blade; Numerous reports speak of enormous tentacles and fanged maws both plunging ships into the depths as well as dragging unlucky soldiers off of the docks and into the abyssal waters; And of course, the crazed survivors of unlucky warbands have been known to attack and cannibalize whatever they can kill, warped by the maddening influence of the damned city.

All of these dangers are considered to be well worth the possible rewards, and as a result the city sees a steady influx of new treasure-seekers, attempting to better their own fortunes however they can. As the surviving veterans of the Star-Struck City have said: Casa-Omicidi now only offers riches or death. What will you find?

This rule supplement is for KoW, and is based off of that ruleset. Any changes are noted below.

Changes to KoW rules:

<u>Movement:</u>

All models which do not have the Large special rule count as having the Individual Rule, including Cavalry, but this does not confer the To-Hit penalty for shooting. Essentially they have Nimble and no “flanks” to speak of, while Large creatures do have flanks and must wheel to move as normal. However, unless otherwise specified, Cavalry do <u>not</u> gain the Nimble conferred by the Individual special rule (They merely lose

their flanks).

Models are not required to be in any distance of each other, even if equipped identically. Rigid regiments are an unwieldy liability in the Star-Struck City.

Climbing: Models may climb up or down a ladder or similar object up to 3" without harm as if they were moving horizontally as normal. You may Charge but cannot Climb with At the Double moves. If they need to climb more than 3", they may climb vertically up to their movement, but must roll 1d6. If the roll is lower than their Sp stat, they suffer no penalty. If the roll is equal to or greater, they suffer from falling as described below, counting as only having fallen 3". Any Charges while Climbing count as being Disrupted (-1 to hit). Cavalry models without Fly cannot Climb.

Jumping Down: Models may jump down. You may Charge but cannot Jump Down with At the Double moves. The model may jump down a distance less than 3" without harm, and the 3" do not count against their movement for this turn. For distances of 3" or more, they suffer falling damage as described below. Any Charges while Jumping Down count as being Disrupted (-1 to hit). Cavalry models without Fly cannot Jump Down beyond 3".

Jumping Across: Models may also attempt to jump across a horizontal gap if they have sufficient movement remaining. You may Charge but cannot Jump Across with At the Double moves. The model may move their normal Sp, but must roll 1d6. If the roll is lower than their Sp stat, they successfully cross the gap. If the roll is equal to or greater, they suffer from falling as described below, counting as haven fallen from the midpoint of the gap they were crossing (If a Jumping Across for a Charge is failed, the Charge is failed as well). Any charges while Jumping Across count as being Disrupted (-1 to hit). Cavalry can Jump Across as normal.

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Falling Damage: A model suffers 1d3 hits per 3" fallen and must make a Toughness check if they suffer damage as normal. Any model that suffers any damage from Falling damage ends their movement immediately afterwards. If the

model did not suffer damage from Falling, they may move any remaining distance they have left, counting the distance Fallen as part of their movement.

A Charging unit which Fell can charge a new enemy if they have enough remaining movement (Note that they can't if they took damage from the Fall), counting the spot they landed on as their start point for the purpose of penalties due to charging farther-away enemies.

Models with Fly always pass any Climbing, Jumping Down, or Jumping Across moves they may need to make, and can make them with At the Double moves.

If your model can see an enemy model that is not in Cover, but decides to Charge a non-Large enemy model that is farther away, they will suffer a penalty in the following Melee.

Shooting:

For LOS purposes, treat a model with at least half its torso covered as being in Cover.

If your model can see an enemy model that is not in Cover, but decides to fire on a non-Large enemy model that is farther away, they suffer a -1 to hit. Heroes do not suffer this penalty.

If modifiers would make you halve your attacks, you may still make a single attack if you have only 1 Att. However, this attack may not benefit from Elite.

Melee:

If your model can see an enemy model that is not in Cover, but decides to Charge a non-Large enemy model that is farther away, they suffer a -1 to hit in the following Melee. Heroes do not suffer this penalty.

If modifiers would make you halve your attacks, you may still make a single attack if you have only 1 Att. However, this attack may not benefit from Elite.

If you cause an enemy to be Fallen in melee, they are Fallen and not Steady (Unlike with Wavering in melee for standard KoW). However, you must still move the 1" backwards as normal for failing to cause the enemy to be a Casualty.

The 1" retreat after a failed melee can never

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force a unit to move off any ledge. If there is not enough space remaining for the 1" move, the unit moves as much as they can and suffers an additional 1d3 hits as they struggle to defend themselves while teetering on the edge.

Toughness:

Toughness replaces KoW's Nerve. Toughness tests are taken on 1d6 instead of KoW's 2d6 for Nerve. Add any damage taken to the die roll, compare it to the To values. The values are for Fallen/Casualty instead of Wavering/ Rout like Nerve. If a 1 is rolled for To, the model is always Steady (If the model was Fallen when it took the test and a 1 is rolled, it remains Fallen) regardless of modifiers. If a 6 is rolled for To, the model is always Fallen unless the To check would cause it to be a Casualty. Headstrong allows the model to roll to see if it recovers from Fallen at the start of its turn, and Steadfast ignores Fallen entirely.
If a model rolls equal to or above its Fallen value, place the model on its side to indicate that it is Fallen. A Fallen model can take no action of any kind, and Melee attacks double against it (This does increase the bonus from flank or rear charges against Large models by 1, to a 3x or 4x Att for flank or rear charges).
If a Model rolls above their Fallen value for a To check while Fallen, they are a Casualty. Inspiring does not allow a reroll if the Model suffers a Fallen result, only if the Model suffers a Casualty result. If a model that is Fallen rolls a To result to become Steady, they remain Fallen instead (See below on how Fallen is removed)

At the end of their turn, Fallen models are placed upright and treated as being Steady.
If a model suffers a Fallen result from Melee and their attacker was Large, the model is moved back directly away from the Large model 1d6", stopping at any impassible terrain. If this moves the Fallen model over a ledge to a lower area, place the Fallen model directly below on that area. The Fallen model suffers 1d6 hits per full 3" vertically he drops, including the first full 3". This dropping damage from Melee does apply to Models with Fly, unlike dropping from regular movement (They've been momentarily knocked out of the air!).

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Other

Any Equipment or abilities which grant Breath Weapon, Zap, Elite, Vicious, Piercing, Crushing Strength, Heal, and Dark Surge are cumulative. For example, if you have an Equipment that grants Zap (2) and another that grants Zap (1), the model may use Zap (3).

The following Special Rules have been changed or added:

Fly: Automatically passes any rolls for Climbing, Jumping Down, or Jumping Across (Detailed in the Movement section)

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Beast: This model can never be chosen as a warband Hero, cannot carry or use any kind of equipment, and in some cases counts for less victory points in certain scenarios. However, due to their keen senses Beasts still are able to search for starmetal pieces just as with any other model.

Frenzy: For each successful damage this model does in melee or ranged attacks, it may immediately make another attack against the same target. This model always hits on a 4+, regardless of any other modifiers.

Elite becomes Elite (n): You may reroll a number of missed to-hit dice equal to n.

Vicious becomes Vicious (n): You may reroll a number of missed to-damage dice equal to n.

Headstrong: This model recovers from Fallen at the start of their turn on a 4+.

Steadfast: This model always ignores Fallen results.

Phalanx: Instead of the extra attacks, this Model gains +1 Att per allied Model with Phalanx within 3". Cavalry and Models with Fly still get the -1 to-hit this model.

Pike Phalanx: Same as Phalanx, except the range for the +1 Att per allied Model with Pike Phalanx is 6". Cavalry and Models with Fly still get the -2 to-hit this model.

Results of Casualties

For each enemy model that suffers a Casualty To result from one of your models, the model that caused the Casualty result immediately gains 1 experience Point (2 if the Casualty enemy Model was the enemy Hero). These can be used at the end of a battle for bonuses.

If you have 50% or fewer models than you started the scenario with, you may choose to Flee the field. You may act this turn as normal, but at the start of your next turn remove all your remaining models from the board. Any Steady models do not count as Casualties when removed in this way, but any models that are Fallen when your troops Flee are counted as Casualties.

Scenarios

Roll 2d6 on the following table to pick what scenario to play. In all cases, play is recommended on a 4'x4' board crammed with as much terrain as you can fit, especially on multiple levels. For all references to pts, instead use gp (Including the value of any gp the Equipment or Artifacts a model may be carrying when determining their value).

When a rule references "Models" for the purpose of granting additional victory points at the end of the game, such as for models controlling an objective or within a certain area, if the only models granting the additional points have the Beast special rule, you only receive half of the indicated additional Victory Points. The scenario always has a turn limit the same way as a normal game of KoW.

3-5: Player with the lower Warband gp value picks the scenario
6: Scenario 1: Landfall
7: Scenario 2: Smash and Grab
8: Scenario 3: Deadly Alley
9: Scenario 4: Loot Cache
10: Scenario 5: Finders Keepers
11: Scenario 5: Finders Keepers
12: Scenario 6: Bloodbath
13: Scenario 7: Stronghold
14: Scenario 8: No Mans Land
15: Scenario 9: Assassination
16-18: Scenario 10: They Come

<u>Scenario 1: Landfall</u>
You boat arrives at the docks of Casa-Omicidi, but another warband is waiting to take advantage of your unprepared crew. Fend them off and reach the shore in order to triumph.

Setup is on a 4'x4' board, but approximately ½ of the board should be counted as water, with a single boat or ship of some kind in the center, either touching the non-water part of the board (The docks) or attached with a piece of pier no more than 6" long. The water counts as Impassible terrain. Any models Falling into the water are dragged into the depths (Count as a Casualty)

The player with the lowest full warband value (For multiple equal values, roll off to find the lowest value) begins with their entire warband on the ship. All the other players set up as normal within 6" of a dock board edge.

Gameplay is a Kill! Scenario as per the KoW rulebook. For the player that started on the boat, each model they control that is on the

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dock (not the pier) at the end of the game counts as +10 pts towards determining the victor. For each player that started the game on the docks, each enemy unit on the pier or ship counts as +10 pts for determining the victor.

Scenario 2: Smash and Grab

Your warband manages to find a cache of treasure or supplies, but before you can secure and make off with it, another warband appears to try and decides to strike before you can use your newfound wealth.

Setup is as per a normal game, using the full 4'x4' board.

One player (The one with the greatest full warband value. Roll off if both are equal) sets up anywhere within 6" from the center of the board. The remaining players set up on opposite edges within 6" of the table edge as normal.

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Gameplay is a Kill! Scenario as per the KoW rulebook. However, each model you control within 6" of the center of the board counts as +10 pts for determining the victor if you didn't start in the center. For the player that started in the center of the board, if there are no enemy models within 6" of the center, they count as +30 pts when determining the victor.

Scenario 3: Deadly Alley

Your warband begins wandering one of the many winding streets of Casa-Omicidi. However, ahead of you can hear or see signs of another warband. There's not enough room to easily evade them, so you'll likely have to brute-force your way through.

Make a single winding street at least 3' long and 3" wide from one board edge to the opposite one, bordered on both sides by ruined buildings or large pieces of area terrain at least 4-6" deep. Any area of the table outside of the terrain touching the central street is considered impassable (It may help to keep this area free of terrain to remember that it's unusable). If you have more than 2 players, have the streets meet at some crossroads approximately in the middle of the board.

Players set up within 6" of the board edge on the street or in a building.

Gameplay is a Kill! Scenario as per the KoW

rulebook, but with each model you manage to get off the board at an enemy table edge counting as an additional +20 pts towards determining the victor.

Scenario 4: Loot Cache

Not one but several loot caches have been spotted in this area. Your warband is seeking to try and get there first, and prevent the other warbands from taking the goods first!

Setup is as per a normal game, using the full 4'x4' board.
Players set up on opposite edges within 6" of the table edge as normal.

Gameplay is a Pillage! Scenario as per the KoW rulebook.

Scenario 5: Finders Keepers

Several supply caches have been found. The enemy warbands appear to be hard-pressed, so you decide that inflicting high casualties might help dissuade them from defending the caches too heavily.

Setup is as per a normal game, using the full 4'x4' board.

Players set up on opposite edges within 6" of the table edge as normal.

Gameplay is a Kill and Pillage! Scenario as per the KoW rulebook. However, each Objective you control at the end of the game counts as +20 pts for determining the victor.

Scenario 6: Bloodbath

Your warband decides to attack another nearby warband to defend your turf. Leave no survivors!

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Setup is as per a normal game, using the full 4'x4' board.

Players set up on opposite edges within 6" of the table edge as normal.

Gameplay is a Kill! Scenario as per the KoW rulebook.

Scenario 7: Stronghold

You and another warband have tracked a large treasure trove to a small building. However, a third, smaller warband has gotten there first and are holed up inside taking potshots at you! Wipe away the other warband so you are free to take the stronghold from it's occupants as your prize.

Setup is as per a normal game, using the full 4'x4' board, but with a large piece of terrain

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like an inn or small fort in the center of the table.

Players set up on opposite edges within 6" of the table edge as normal.

Gameplay is a Kill! Scenario as per the KoW rulebook. However, the central stronghold counts as +60 pts for determining the victor to whoever controls it at the end of the game. In addition, after both players have had a turn the central point causes 1d3 hits on every Model within 12".

Scenario 8: No Mans Land

You realize the maps you've found indicate that a large supply of starmetal is just beyond a couple canals. Unfortunately, another warband stands between you and a possible fortune in starmetal. Break through them at all costs!

Setup is as per a normal game, using the full 4'x4' board, but with two rivers creating a minimum 6" wide strip of land between the rivers, and each river with a single crossing point like a ford or bridge. In the case of more than two players, each player should be separated from the others by a river, with a single bridge to the central island.

Players set up on opposite edges within 6" of the table edge as normal.

Gameplay is a Kill! Scenario as per the KoW rulebook. However, each model you control

on an enemy starting area of land (But not on their bridge) counts as +20 pts when determining the victor.

Scenario 9: Assassination

The enemy warband Leader has been a thorn in your side for too long. You decide to deal with him once and for all in a decisive ambush.

Setup is as per a normal game, using the full 4'x4' board.

Players set up on opposite edges within 6" of the table edge as normal. If a player does not have a Hero model, they must nominate one model as their Leader before deploying.

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Gameplay is a Kill! Scenario as per the KoW rulebook. However, if you kill the enemy Hero (Or Leader if they don't have a Hero), they are worth double the normal number of points when determining the victor. All non-Hero or Leader models are only worth half of the normal number of Victory Points.

Scenario 10: They Come

As you joined battle with the enemy warband, you though you felt the ground rumble beneath your feet. You shake it off, as there's no chance it could be any kind of immediate threat compared to the blades flashing in front of you.

Setup is as per a normal game, using the full 4'x4' board.

Players set up on opposite edges within 6" of the table edge as normal.

Gameplay is a Kill! Scenario as per the KoW rulebook. However, at the end of both players turns, roll 1d6. If the roll is equal to or less than the current turn number, the Deeplings come bursting out of the ground now and after every round after this (After both players have had their turns).

Measuring from the center of the board, roll 1d6 and double it. Imagining the board as a clock with 12 straight ahead, the Deeplings (See below profile) appear 4d6" away in the direction rolled. Repeat this a number of times equal to the current turn number.

Model	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Deepling	6	3+	-	4+	1	5/6	7	Crushing Strength (1)

After placing a Deepling at each place, the Deepling will charge any model apart from other Deeplings within its charge range, always charging the closest model. Otherwise, it moves At the Double towards the closest model other than another Deepling.

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Players still gain experience and victory points for causing Casualties on these monsters as well as those from causing Casualties on any enemy Warband members, and at any point after they begin to emerge the a player may choose to leave the board and flee at the start of their turn (Models which Flee do not count as Casualties). However, the game is not over until both players have fled the field, instead of being limited by a number of turns.

Creating the Warband

First, pick a Warband. Each warband has a selection of Models they may pick from. Usually games start with 50 gold (gp) per side to purchase Models, Equipment, and Artifacts (Unless otherwise agreed upon by your group or opponent). Any unused gold may be saved to spend after the scenario (See Aftermath)

Each Warband must select a single Model to upgrade to a Hero (This can be a model with the Large or Cavalry rules, but not the Beast special rule). The Hero has +1 Toughness (Toughness, or To, replaces KoW's Nerve), is Inspiring, has +1 to any single stat (Including another Toughness bonus if you'd like), and costs twice what the listed cost is for that type of Model. Your hero is usually much tougher and more powerful than other models in your Warband, but can set you at a strong disadvantage if they are killed.

A Warband may have up to one model with the Large special rule and one model with the Cavalry special rule per 50 gp in value of the overall warband (So 60 gp would be 2 Large and 2 Cavalry, 150 gp would be 3 Large and 3 Cavalry, 300 gp would be 6 Large and 6 Cavalry, etc.). If you have a model with both the Large and Cavalry special rules, it counts as both for determining how many Large and Cavalry models you may include (So if the 300gp warband had a Large Flying unit, they would only be able to select 2 other Large units and 2 other Flying units)

Melee and Ranged cannot be increased beyond a 3+ by any means, and Def cannot be increased beyond a 6+, either from a Hero bonus, Experience, and/or Equipment/ Artifact bonuses. Note that penalties from Aftermath results from Injuries may only reduce stats to the following minimums: Sp

By Boris Samec

to 0, Me to 7+, Ra to 7+, At to 0, De to 2+, and To to 1/3.

Each player totals their Warband's total gold value, and does so before every new scenario. The value is the total sum of all models, Equipment, Artifacts, and experience points (+1 gp per Experience point) in the warband.

If you are fighting an enemy Warband with a total value less than yours, you must elect which models (and their Equipment) will not be participating in the scenario so that the value of the models used is the same or less than your opponent.

Equipment

The cost to the model from choosing the Equipment is shown in parentheses after the weapon. The first Equipment of any kind for the model costs 1 less than indicated, but every subsequent Equipment of any kind costs the value indicated. Non-Hero Large models and models with the Beast special rule can never pick any kind of Equipment.

Any model may carry up to 3 Equipment (Bonuses from any Equipment used stack). No single model may carry duplicates of any Equipment, and only Hero models can carry Artifact Equipment. A Hero may only carry a single Artifact at any time, and can not purchase Artifacts (They can only be won with certain Aftermath results. They still add the gold value as given to the warband value, even if the Artifact was free). Hero Large models may have up to 3 Equipment, and can carry a single Artifact.

If a model has equipment marked as "Each model can only use 1 per scenario," then they must pick only one piece of Equipment from that category (Melee, Ranged, Mount) to use in a given scenario, although they can choose different equipment between scenarios.

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The following Equipment can be used by any warband:

Melee weapon (Each model can only use 1 per scenario):
Heavy Weapon (1): Crushing Strength (1), Cannot use a Shield
Dual Weapons (1): +1 Att, Cannot use a Shield
Spear (1): Phalanx

Ranged Weapon (Each model can only use 1 per scenario):
Bow/Light Crossbow (2): 24", Cannot use a Shield
Crossbow (3): 24", Piercing (1), Reload, Cannot use a Shield
Throwing Axe/Knife (1): 12", Cannot use Shield

Miscellaneous (Each model can use all their Miscellaneous Equipment in each scenario):
Shield (1): +1 De

Starmetal

During the Aftermath portion after a scenario, warbands will usually acquire some quantity of starmetal. This can either be sold at the indicated price, or any number of models can elect before deployment to use up to 5 pieces of starmetal each. Each piece used in this way is deducted from the number of starmetal of the warband. Starmetal can be used in either its Abyssalite or its Celestium form, and a model can only use one type of starmetal (So they cannot use Celestium and Abyssalite at the same time). Any starmetal used as Abyssalite or Celestium is discarded at the end of the scenario, whether or not the using model passed any Stunned checks.

Each piece of Abyssalite adds 1 damage to any successful damage caused in Melee. This bonus only applies to a single successful damaging attack from the model, and afterwards has no effect (But the model still rolls for Stunned as normal). Each piece of Celestium prevents 1 damage over the course of the entire scenario, and any subsequent damage applies as normal without reduction (But the model still rolls for Stunned as normal).

At the start of a players turn, each model using any number of starmetal pieces must roll 1d6. If they roll above the number of starmetal pieces they are using, they may act as normal this turn. If they roll equal to or less than the number of pieces, then they are Stunned by the force of the starmetal shards and can not perform any actions of any kind this turn (If the model was Fallen, they still stand up at the end of their turn). A roll of 1 always fails, and a roll of 6 always passes for the Stunned check. This check is always made for the full number of starmetal pieces the model is carrying, even if the Celestium or Abyssalite has absorbed/increased some or all of the damage in a previous turn.

Neutral warbands get no initial bonus or penalty when using starmetals. Warbands with Evil alignment get +1 on their Stunned check when using Abyssalite, and -1 when using Celestium. Good warbands get +1 on the Stunned rolls for Celestium and -1 for Abyssalite. If a single model is using 5 pieces of starmetal and passes at least one Stunned check during the game, they gain the skill "Attuned to Abyssalite/Celestium," as per whichever type of starmetal they were using, during the Aftermath of the scenario. Attuning gives an additional +1 bonus when attempting to pass a Stunned check with that type of starmetal. If a model is Attuned to one type of Starmetal and later passes a Stunned check for 5 pieces of the other type,

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they lose the Attunement with the initial type and gain Attunement with the starmetal type they just passed the check for.

Aftermath

After each battle, you may roll for any Starmetal you've discovered. All players count as having found 1 starmetal piece, and the winning player always counts as having automatically found 1 additional starmetal piece. Each non-Casualty model in the Warband rolls 1d6, top a maximum of 5 dice, and total the result. Each roll of 5+ indicates a piece of starmetal has been found.

For every full 50 pts the warband's value was for the scenario, players can roll another die if they have sufficient non-casualty surviving models (So a 50 gp warband would get 1 extra dice, a 250 gp warband would get 5 extra dice for a possible total of 10, but if they only had 8 models then they could only roll 8 dice).

Consult the following chart (For the #, look for the corresponding number of 6s) to find out what Event has occurred. Roll 2d6 and add the number of 6s you rolled for starmetal collection to that value. If you rolled no 6s for starmetal collection, only roll 1d6 for this chart.

1: You see a glint on the ground. You found 1gp inscribed with the sign of Casa-Omicidi.
2: Find an additional piece of starmetal in the gullet of a fish.
3: You find a stained map on the bodies of a pair of squid fishermen dead in the street. You may choose to reroll the next Scenario (If both players have this, roll to see who gets to use theirs)
4: Find a wrinkled coinpurse with 1d6 gp inside.
5: A detailed map of the sewer system is found etched in a nearby wall. You may choose the next scenario as if you had rolled a 4 or less and had the smaller of the two warbands. If both players have this, roll to see who gets to use theirs)
6: Find 1d3 extra pieces of starmetal in an old barrel
7: You distill poison from a toxic fish, and manage to set up a trap for part of an enemy warband. Before the start of the next game, one enemy model of your choice immediately takes a Toughness test.

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8: Find a small waterlogged chest with 2d6 gp inside

9: Uncover the salvageable remains of a siege weapon from a wrecked ship. You may purchase an Artillery from your Army list for ¼ the cost instead of ½ the cost next game.

10: Find 1d6 extra pieces of starmetal embedded in the walls of a large house

11: Manage to win the goodwill of your liege. You may purchase a Hero/Monster for ¼ price instead of ½ next game.

12: Find a gold-plated statue worth 3d6 gp

13: Find an Artifact (Chosen from your warband list) in the stomach of a massive shark.

14: You secure a huge shard of the meteor, counting as 2d6 extra pieces of starmetal.

15: Find an Artifact (Chosen from your Warband list) in a bronze-sealed chest.

16: Find a huge silver-wrought chest with 4d6 gp inside

17: Searching a small castle yields a pair of Artifacts (Chosen from your warband list) in the shattered treasury.

18+: You encounter the meteor that sank Casa-Omicidi. Your Hero may choose to venture forth into the starmetal object in the center of town. If you do, roll 1d6. On a 1-2, your Hero is eaten by the monstrosities that live near the star itself. On a 3+, you gain 1d6*5 pieces of starmetal.

Either now or after a subsequent scenario you may choose to sell some or all of your starmetal pieces, for the following value: Each piece is worth 4 gp. If you are selling multiple pieces at once, each additional piece of starmetal adds 1 gp to the value of each piece of starmetal sold (So 1 piece has

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a total value of 4, 3 have a value of 6 each, or 18 total, and 5 have a value of 8 each, or 40 total). If you have more than 10 models in your warband, the value of each piece of starmetal sold is 1 less per full 10 models (So 11-19 models would be -1 gp to the value, 20 -29 would be -2 gp, 30-39 would be -3 gp, etc.).

Injuries

Roll 1d6 for each non-Hero model that was a Casualty. If they roll a 4+, they survive and may still be used in your Warband. If the Model rolls a 3 or less and so does not survive, any Equipment they were carrying is lost.

Roll 3d6 for any Hero Casualties, and consult the following chart:

3-7: Dead. The Hero has been killed, and any Equipment or Artifacts they were carrying are lost.
8: Plain Unlucky: Roll twice on this table, ignoring further results of 8 or less.
9: Dropped in the Confusion. The Hero must discard 1 Equipment or Artifact they had.
10-12: Just a Flesh Wound. The Hero recovers fully to fight as normal in the next battle
13: Deep Wound: The Hero cannot fight in the next battle, but otherwise recovers and may fight as normal after that battle.
14: Serious Injury: The Hero suffers a permanent -1 to Ra, Me, Att, De, To, or an ability with (n).
15-18: Learning Experience. The Hero gains 1 Experience point and may fight in the next battle as normal.

If your Hero has been killed, you must purchase a new Hero or upgrade an existing Model to a Hero if possible (Gold cost for the upgrade to a Hero is equal to half of that Hero's normal cost, and they do not get the bonuses or Inspiring that a purchased base Hero does). If you have no Heroes and cannot purchase a new one, you may still use the Warband but you will always go last in turn order.

Experience

If you fought against a Warband with a converted gp value at least 50 gp greater than yours (Their overall warband, not just the models used in the last scenario), each non-Casualty model in your group at the end of the game gains +1 Experience.

Each Experience point on a model increases the value of your Warband (For the purpose of determining extra experience points) by 1 gp.

If a non-Hero ever gains 10 or more Experience points total, they now count as a Hero (And so may carry a single Artifact), but do not gain the bonuses or Inspiring that a purchased Hero does.

After every 5 Experience points, a model may pick one of the following Skills. No single model can pick the same skill twice (So you can't pick Stouthearted twice to get Steadfast for example). If the model already had a special rule from a weapon or inherent ability, any bonus from skills stack on that (So a model with a Crossbow and Crippling Shot would have Piercing (2)). Keep in mind the limits for Me, Ra, and De still apply when considering Skill bonuses.

Magic Skill	Effect
Burning	Model gains Breath Weapon (2)
Lightning	Model gains Zap! (1)
Healing	Model gains Heal (1)
Forceful	Model gains Inspiring
Dispel	Breath Weapon and Zap get -1 to hit this

Agility Skill	Effect
Sneaky	Model gains Stealthy
Ambusher	Model gains Vanguard
Sprinter	Model gains +2 Spd
Precise Blow	Model gains Elite (1)
Rending Blow	Model gains Vicious (1)

Combat Skill	Effect
Rage	Model gains +1 Att
Blademaster	Model gains +1 Me
Immense Strength	Model gains Crushing Strength (1)
Warrior Focus	Model ignores penalty for charging non-closest enemies
Leaping Charge	Model ignores penalty for charging through terrain

Shooting Skill	Effect
Hip Shooter	Model may shoot after being Charged, instead of being Disrupted
Hawkeye	Model adds +6" to the range of their weapon
Quickload	Model ignores the Reload! Special rule
Crippling Shot	Model gains Piercing (1)
Target Priority	Model ignores penalty for shooting at non-closest enemies

Protection Skill	Effect
Impenetrable	Model gains +1 Def
Stouthearted	Model gains Headstrong. If already Headstrong, model becomes Steadfast
Bravery	Model gains +1 To
Dodge	Ranged attacks get an additional -1 to hit this model
Parry	Enemy attacks in melee get an additional -1 to hit

By Boris Samec

Trading

You may upgrade your Warband, selling or purchasing non-Hero Models and Equipment/Artifacts as you like. Keep in mind you cannot sell your Hero. You may sell any Equipment or Model for half of it's full value (Rounding down).

You may purchase a single Model from any Warband your Warband is Allied with (If none is specified and the Warband list is based on a KoW army list, use that list of allies to determine who you can ally with. If there is still no specified alignment, treat the army as of Neutral alignment). You may only have one Ally model at any time, even if your Warband is Allies with multiple other Warbands.

In addition, you may purchase the use of one H/M (But not those marked with [1]) or Artillery from the full Army list of your race only for ½ the listed points cost in gp. They operate as if they were a member of your Warband, but then leave automatically at the end of the battle after rolling for finding starmetal. You may hire the same H/M or Artillery for two scenarios in a row.

By Osbad

Use in Kings of War

You can use your Warband in regular KoW in the following way:

Each model in your Warband can be purchased as a Troop (1) with a limit of 1 ([1]) and if the model is not Large it gains the Individual Special Rule. If the model is carrying any Equipment or Artifacts, these factor into the statline and cost for the model. You then doubling the To values of the model in order to get the Ne values. However, Elite (n) and Vicious (n) just become Elite and Vicious.

The final pt cost of the Troop is 5 times the value of the model in gp if it is non-Large (Including experience, Equipment, and Artifacts). Large models are 2 times the total value of the model in gp.

If you wish to purchase a Hero, they count as a H/M (Requiring a Solid Model as normal). If you purchase every member of the Warband as above, they all count as a single overall Solid Model (So you can make an entire legal KoW force using just your entire warband).

By Boris Samec

By Osbad

Warband Army Lists:

Undead

Alignment: Evil

Warband Special Rules: All Models have the Evil Dead special rule

Model	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Skeleton	5	5+	5+	4+	1	-/6	3	Shambling
Bone Thrall	5	5+	5+	4+	1	-/6	13	Shambling, Has one skill chosen from Magic or Combat Skill lists.
Zombie	5	5+	-	3+	1	-/7	4	Shambling
Ghoul	6	4+	6+	3+	1	4/5	4	-
Mummy	4	4+	-	6+	1	-/7	32	Crushing Strength (1), Shambling, Regeneration
Wraith	10	4+	-	6+	1	-/6	31	Fly, Shambling
Werewolf	9	3+	-	4+	3	5/6	35	Crushing Strength (1), Nimble, Large
Soul Reaver	5	3+	4+	6+	2	6/7	26	Bloodbath
Undead Giant	5	5+	-	4+	1	-/4	6	Beast, Shambling, Bloodbath

Miscellaneous Equipment (Limit 1 per warband of the following):
Banshees Scream (10): Model gains Breath Weapon (4)
Ghostly Form (10): Model gains Fly.
Skull Token (10): Model gains Dark Surge (2)

Mount (Each model can only use 1 per scenario):
Skeletal Horse (11): Cavalry, +3 Sp, Crushing Strength (2)

Artifact (Limit 1 per warband of the following):
Staff of Undeath (40): Model gains Dark Surge (4), Very Inspiring, and Zap (2)
The Necronomicon (50): Model gains Dark Surge (6) and Zap (3), and +1 Toughness.
Cloak of the Lichemaster (35): Model gains Heal (4), Stealthy, +1 Def and +1 Spd
The Blade of Kas (35): Model gains Crushing Strength (1), Vicious (2), Elite (2), +1 Me and +1 Att.
Vampire's Kiss (25): Unit gains Bloodbath, +1 Nerve, and Regeneration

Elves

Alignment: Good

Warband Special Rules: All Models have Elite (1) or better unless otherwise noted

Model	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Palace	6	3+	4+	4+	1	5/6	7	Crushing Strength (1)
Hunter	6	4+	4+	4+	1	5/6	15	Has 1 Skill chosen from the Shooting or Agility Skill lists.
Warrior	6	4+	4+	4+	1	5/6	5	-
Forest	6	4+	-	5+	3	-/6	20	Large, Shambling, Crushing Strength (1), Vanguard, Not Elite
Scout	6	4+	4+	3+	1	5/6	6	Vanguard
Sylvan	6	4+	-	4+	2	5/6	7	Vanguard, Not Elite
Drakon Rider	10	3+	-	5+	3	5/6	40	Cavalry, Large, Crushing Strength (2), Fly
Sabre-Toothed	6	4+	-	4+	5	3/4	10	Beast, Thrown Weapons. Crushing Strength (1). Frenzy

Miscellaneous Equipment (Limit 1 per warband of the following):
Mithril Blade (5): +1 Me
Staff of Life (20): Model gains Heal (4)
Storm Wand (5): Model gains Zap (1)

Mount (Each model can only use 1 per scenario):
Elven Horse (12): Cavalry, +3 Sp, Crushing Strength (2)

Artifact (Limit 1 per warband of the following):
Staff of Silket (50): Model gains Zap (3), Breath Weapon (6), Fly, and Heal (2).
Ring of the Elf-Lords (25): Model gains Hidden, Stealthy, +1 Def, and +1 To
Bow of the Lady (40): Model gains Piercing (3), +1 Att, +1 Ra, Elite (2), and Vicious (1)
Diadem of Foresight (30): Model gains +1 Def, Elite (3), Very Inspiring, and +1 To
Drakon Extract (20): Model gains Vicious (2), +1 Me, and +1 Att.

Dwarves

Alignment: Good

Warband Special Rules: All Models are Headstrong

Model	Spd	Me	Ra	Def	Att	To	Cost (gp)	Special
Shieldbreaker	4	4+	5+	4+	1	5/6	5	-
Oathkeeper	4	4+	5+	4+	1	5/6	15	Has 1 Skill chosen from the Shooting or Combat Skill lists.
Ironguard	4	3+	4+	4+	1	5/6	6	-
Berserker	5	4+	6+	3+	1	6/7	9	-
Ranger	4	4+	4+	4+	1	5/6	7	Vanguard
Dwarven Throwing Mastiff	4	4+	-	4+	5	2/3	9	Beast, Thrown Weapons. Rerolls misses against enemies with Shambling. Frenzy

Ranged Weapon (Each model can only use 1 per scenario):
Rifle (6): 24", Piercing (2), Reload, Cannot use a Shield

Miscellaneous Equipment (Limit 1 per warband of the following):
Fire Whiskey (10): Model gains Breath Weapon (2) and +1 Att
Masterwork Firearm (5): +1 Ra
Ring of Courage (10): Model gains Steadfast

Mount (Each model can only use 1 per scenario):
Brock (16): Cavalry, +4 Sp, +1 Att, +1 Def, +1 To, Vicious (1)

Artifact (Limit 1 per warband of the following):
Tankard of Power (30): Model gains Heal (4), +1 To, and +1 Att
Flame Bellows (50): Model gains Breath Weapon (6), Piercing (3), +1 Att, +1 Ra, and +1 Me
The Tome of Betrayals (35): Model gains Very Inspiring, +1 To, Vicious (2), Steadfast, and Crushing Strength (2)
Experimental Rifle (25): Model gains +1 Ra, Piercing (3), and +1 Att
Buggy's Brew (20): Unit gains Crushing Strength (2), +1 To and +1 Ne

For the warband lists for Abyssal Dwarves, Orcs, Goblins, Kingdoms of Men, Twilight Kin, and more, see the downloadable PDF of the rules at http://forum.manticblog.com/showthread.php?1772-The-Star-Struck-City-Mordheim-for-KoW

You can print out copies of blank warband rosters located in the Appendix!▪

Sage advice and random musings

Hobby chatter from a hairy old gamer.

Why do we do what we do? It's a simple question and can be asked of many things but obviously in this instance I am referring to gaming and it is something I have often thought about. Whether it be board, role or miniatures there is something in us that makes us spend our spare time and money.....in some cases lots of money, on this hobby. What drives us to take great pains to make things "as real as possible".

Well, should you choose to ponder it's all a bit complex and really depends on which gaming "door" you are going through. Some of us choose one, others a couple and others still treat them all as a revolving door, heading into any and all as the need or whim arises.

Personally the last "gamer type" defiantly applies to me. I "started" many years ago, like so many others at the time by playing fighting fantasy "choose your own adventure" books and progressed onto basic dungeons and dragons and from there via marvel superheroes and advanced D&D I found Warhammer Fantasy Role-play, without a doubt (in my opinion that is) the best RPG of all.

From there, what began as a small collection of miniatures for role playing snowballed

By Pathfinder Pete McF

By Osbad

with my growing interest of Warhammer battle 2 and thinking that with the addition of a few more I would have an army. From there it was a slippery slope with many purchases, and the games kept coming. SO my story is of role playing then painting then war gaming and I still try to keep a hand in all of those areas with an occasional foray into board games as well.

The reason I paint is to game, I like to have painted minis for any situation weather I am role playing, playing a small skirmish, or fighting a huge tabletop war. But others choose either to focus to solely paint or not bother at all and play with unpainted minis, so as I said at the earlier, we seem to be a complex bunch but I'm sure there is an easier way to look at this.

Firstly whatever game you choose to play you will need an opponent (if playing a traditional game of some sort), be it one player, two or more, the human animal is a social one, we crave interaction and as gamers we seem to be hotwired into this aspect of our psyche more than most.

Secondly we seem to cover a board spectrum that is defined by two poles, those who game for fun and those who game to win. At first glance you might think that they are one and the same but don't let the simplicity of the statement fool you. "Fun" gamers are happy to play at the drop of a hat, they will, enjoy a game when they crush your units as much as a game when you crush theirs, they will laugh as your troops run away almost as much as when theirs rout from the table.

"Winners" on the other hand and I'm sure we have all played against one at some time or another, will use every trick in the book, exploit every rule, occasionally bend a few and perhaps even just plain cheat in order to secure that sweet hit of victory, as if winning is some sort of drug. So imagine if you like, a sort of "sliding scale" with "fun" at one end and "winning at all cost" at the other upon which we all appear at some point.

This model is also true of the painters, the "fun" and "at all costs" scale is similar except this time "fun" is in the middle and there is an addition of "not at all" at the far end. The only difference is that the painter scale involves a lot of hard work at the "all costs" end of the spectrum there's just and instead of ruthless cheating there's just wash and dip.

So what can we make of all this? Well I think the reason we game is the interaction of the people we play with weather is to socialize and have fun or crush the hopes and dreams of our latest adversary. The trouble with this is it's also on a sliding scale, only this time the two extremes are your fun and your opponents and I guess this is the point. Whilst gaming try considering your opponents feelings and measure it against your own fun, and think on this is arguing every rule so you can totally destroy their army really worth it? This is especially true if you find people don't seem to want re-matches.

I guess to sum it up best I'll leave you with my mantra "remember the objective of the game is to win, the point of the game is to have fun. The two should never be confused".

TTFN

-Bil

By Boris Samec

And Now a Word From Our Sponsors

By Michael Grey

"And welcome back to this Confederacy Cup match up between the Oorte Cloud Raiders and the Ikean Flat Packers. The game stands at 5-3 to the Raiders, with the Flat Packers struggling to hold on. You're with Gerry Arnholt and myself, Tom Phelps. Gerry, this is turning in one heck of a game here, wouldn't you say?"

"You got that right, Tom. Remember; we're in playoff season here, and whoever loses this one is gone. And in the case of the Raiders, that could mean forever with them being the only team to be a legitimised pirate crew. I don't think the fans of these particular marauders would welcome their team back if they lose to the Ikeanese."

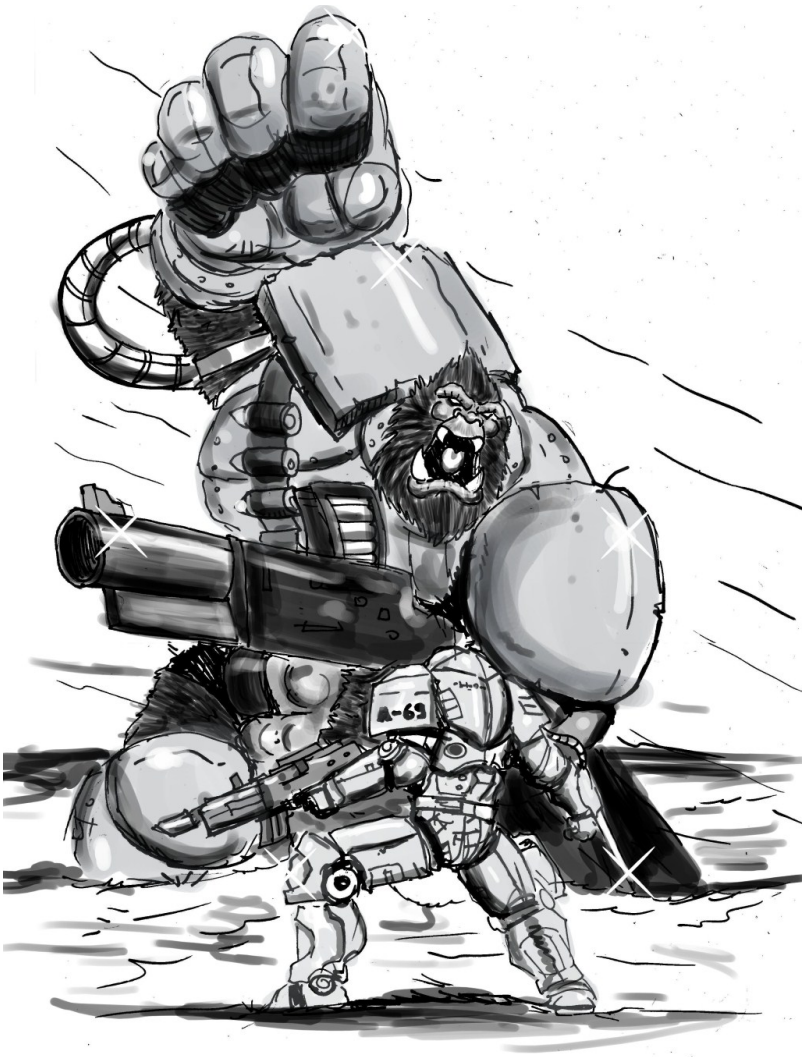
"Whoa there Gerry! I should point out here that those were Gerry's own, personal opinions and do not reflect those of the Dread League, Channel 799, Ropa Cola or, er, me."

"Just expressing the word on the street there, Tom, no need to start sweating. Ha, ha."

"Ha, ha indeed Gerry. But enough of that, the players are back on the field, and blow me if the glass on the booth here isn't rattling with the howl of the crowd!"

"That's right, Gerry. It's a sell-out crowd tonight of 250,000 at the Draconis Dome. The only stadium which would allow the fans of alleged pirates which follow an alleged pirate team in, even though all alleged cases were dropped against them."

"It truly is a sight to behold, Tom. Let's go down to our friendly Judwan on the spot, Abe, for more on the mood on the pitch. Abe?"



By Boris Samec

"We Have Been Over This On More Than One Occasion, Gerald. My Proper Name Is AbuyB'drjjidgbag-"

"We know that, Abe, but unless we want to go to commercial we'll stick with Abe."

"Even So, I Would Like It Noted-"

"Mind on the job, good buddy."

"Yes, Well. Unfortunately Due To The Woeful Inadequacy Of Your Language I Will Have To Settle For 'Tense' To Describe The Feeling On The Field. The Stress Is Beginning To Show With The Coaches Also. I Asked Coach Martin Of The Flat Packers How He Would Come Back From Being Behind For A Full Quarter. He Suggested I Leave And Fornicate Myself With A Stick. A Most Vulgar Man I-"

"We'll have to leave you there Abe, because the players are taking their places ready for play."

"I'll say it again, Tom; looking at them side by side I don't know how the Ikeanese can hold their own against these marauders. The humans must want this game bad just to be trailing by one at this point."

Unfortunately Due To The Woeful Inadequacy Of Your Language I Will Have To Settle For 'Tense' To Describe The Feeling On The Field.

"That's right, Gerry. The Flat Packers are obviously still haunted from just missing out on the finals last year, and the players and fans are out for blood."

"And the players are in position, with the two line backers eyeing each other over the centre circle. Up steps the referee, out fires the ball and play begin-Oh! Well, you did say the fans wanted blood, Gerry, but I think they would have preferred some of the Raider's."

"Too right, Tom. That right there is a perfect example of why it's not just the players who have to be quick on their feet.

Marauder Greenmoon Smashers, By Mantic Games
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But the ball's in play as the medics drag the body off and a replacement referee runs out."

"He jinks left! Dodges right! Back left, and- Oooh..."

"That's an unexpectedly creative approach to the rules there, Gerry."

"And he's going to be needed, Gerry. That ball is being passed from one Ikeanese hand to another like its red hot. The Flat Packers are sticking to their plan of fast hands which has seen them cling to this game by a knife edge."

"It really is beautiful Dreadball, Tom. But for all their speed, the humans still can't get by the Raider's defence. They're going to have to take some chances if they're going to score before the break."

"It looks like they heard you down on the pitch, Gerry. Frank *'Handlebar'* Tolson is making a break for an opening in the Raider's line, and- Ooh! He slides off number nine, Grocth *'The Knife',* as if he's covered in butter."

"Nice simile, Tom. And Tolson is still up and running. He shimmies between numbers 17 and 20, Dok '*Forceps'* and '*Driver*' Robb'n. Some quick feet there, and now he's in the open field! He's got the ball, with only

Jonathan Gabriel MVP, By Mantic Games
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Grabber '*Grab*' Grabson between him and the goal! He jinks left! Dodges right! Back left, and- Oooh..."

"That's an unexpectedly creative approach to the rules there, Gerry."

"John Doe" MVP green sculpt, By Mantic Games
Used with Permission

"That's right, Tom. The book says to keep contact below the neck, but that applies to the plane of the physical body rather than the planet's lateral sphere. Holding a player upside down by the ankles and using his head as a punch bag still constitutes a penalty."

"That's a good point, Gerry, and one I think Grabson will remember as the referee blows his whistle for the break."

"Both teams head for the tunnel with their heads held high. It's three to five for the Oorte Cloud Raiders, but the Ikean Flat Packers are still very much in the game. We'll talk more on this after these messa-"

**click **

hsssssssss

"...the only cream guaranteed to regrow limbs..."

click
crackhsssss

"...one of these days Alice; Bang! Zoom! Straight to the moon!"

"Which moon?"

"I dunno... Titan!"

hsssssssss

"...nd welcome back! That was some half time show, right Tom?"

"You got that right, Gerry. Those stripper bots were really grinding those poles."

"Yes they were. Of course it helps when you have an industrial grinder for a parent."

Holding a player upside down by the ankles and using his head as a punch bag still constitutes a penalty.

"And that roar your hearing is the crowd as the teams come out of the tunnel. Let's go back to our Judwan on the spot, Abe. Abe; what have you got for us, good buddy?"

"You Know, I Do Believe Sometimes You Place A Further Inflection On My Name Which Denigrates Me Even Further Than Your Refusal To Use my Full Title. Furtherm-"

"Time's a factor here, Abe."

"Yes, Well. I Believe It Is Safe To Assume Both Teams Believe They Can Still Win This Brutally Under-Evolved Contest Of Appendage Sizing. I Attempted To Speak To Coach Hrakk Of The Oorte Cloud Raiders, However He Insisted I Leave Him Alone In No Uncertain Terms, And Continued To Question Both My Maternal And Paternal Parentage. The Frightful Beast Did Not Even Allow Me To Explain That My Kind Do Not Have Parents In The Normal Sense, Rather We Are Spawned From A Clutch Of Three Females And Then The Eggs Are Fertilised By All The Males In The Tribe, Thus Taking Full Advantage Of The Genet-"

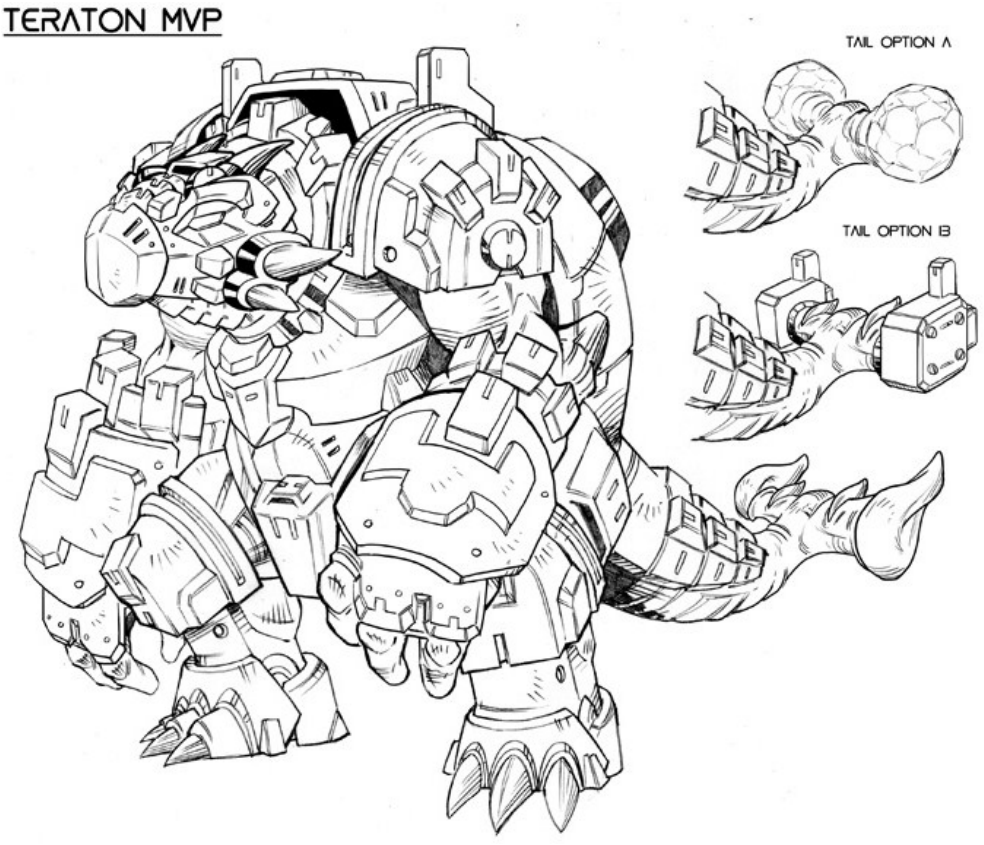
"Whoa there, Abe. It's a little early in the evening to go into that. Children are still watching, buddy."

"And there's no time anyway as the players once more take their positions."

"You're on the ball Gerry, and it looks like the replacement referee learned from his predecessor's mistakes and has stepped a few metres back before the ball fires out, and game on! There's no clear winner as the contested ball skids between hands, rolling free, and is picked up by the Flat Packer's number 18, Lance '*The Mower*' Phimmel!"

I Believe It Is Safe To Assume Both Teams Believe They Can Still Win This Brutally Under -Evolved Contest Of Appendage Sizing.

"That was a demonstration of sure hands there, Tom, and it looks like Phimmel is breaking from the Flat Packer's tactics which have seen them this far, and is going in solo."



Teraton MVP, By Mantic Games
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Skittersneak Stealers, By Mantic Games
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"You have to wonder at the wisdom of that, Gerry. The smallest marauder on the Raider's team has a clear 50 kilos on Phimmel."

"That's a point to remember, Tom, but I think Phimmel's forgotten or just plain doesn't care, as he picks out the Raider's biggest player, Hokk '*The Hammer*', and makes a bee line straight for him."

"Hokk holds the season record for dismemberments, Gerry. I can't see this ending well for Phimmel."

"I don't think he's heard you, Tom. Phimmel's picking up speed, and Hokk's cracking his knuckles in expectation."

"I don't know if I can watch another one of these, Gerry."

"I'm with you, buddy, but wait! Phimmel's gone into a slide! He's on the ground, feet first, straight under *The Hammer's* grab and between his legs! Phimmel completes the slide and is up and running behind the Raider's defence!"

"That was one ballsy move, Gerry. Luckily for Phimmel it worked, and look at *The Hammer*! He followed Phimmel all the way through his legs until he fell literally head over heels!"

"I suppose it's true what they say, Tom; the hammer's not the sharpest tool in the box."
"Ha ha, good one Gerry. Phimmel's in the open, with no one to stop him! Surely he can't miss from this range... Goal! It's 4-4! Phimmel puts the Flat Packers back into the game!"

"Is that a cruiser taking off or is that the crowd, Tom? The Flat Packer's fans have gone wild!"

"That's right, Tom. The Ikeanese end of the stadium has erupted, and it's all play for with just four rushes left."

"And unfortunately we have to leave Channel 799 now. The Flat Packer's held out much longer than we expected, right Gerry?"

"You're not wrong there, Tom. Join us on Channel 800 to continue watching what will surely be one of the matches of this season. Next up on Channel 799; 'Days of Our Lives'. Can Ridge and Bridge-bot patch things up… again? Stay tuned to find out."

click

hsssssssss▪

Trontek 49ers and Convict MVP, By Mantic Games
Used with Permission

WARPATH 2.0 QUICK REFERENCE SHEET - CORE RULES

Turn Structure:
1) Initiative Phase
2) Activation Phase
3) End Phase

Initiative Phase: Both players roll off, winner decides who has initiative.

Activation Phase: Player with initiative picks a unit to activate. Activation test must be passed for unit to activate.

Up to 3 units in a row can make activation attempts before initiative passes to the opponent.

First unit is auto-activated, second unit on 3+, third unit on 5+. Units activating at the end activate on 3+.

Additional roll of 4+ required to activate suppressed units and remove their suppression.

Failed activation results in a unit doing nothing that turn.

End Phase: Remove all "Done" markers, if turn 5, game ends unless 4+ is rolled.

Movement

Activated units may make one of the following moves at the start of their turn:

Halt - Unit does not move.

Move - Unit moves up to Sp value in ".

At The Double - Unit moves double Sp value in ". May not shoot.

Charge - As above, moving into contact with enemy unit. Charged enemies remove suppression markers.

Terrain & Cover:

Blocking Terrain: May not move through.

Difficult Terrain: May move through at half pace if not Ordnance.

Shooting Modifiers:

-1 Extreme range (>50% weapon range)
-1 Suppressed (and non-Armor) Target
-1 Target in Soft Cover
-2 Target in Hard Cover
+1 Target is Armor/Monster

Shooting

Activated units may fire after moving.

Check LoS and range (Ran) to the target, then roll one dice for every weapon, or multiple dice equal to the (Fire) stat of the weapon being fired. Weapons with Piercing (4) + fire independently.

Weapons hit on a score equal to the (Hit) stat of the unit, subject to the modifiers on the right. Roll successful hits again to convert them into damage, requiring a score equal to the (De) stat of the target.

For each damaging hit, remove one model. Unit leader must be removed last, special weapons removed second-last, out of sight models removed third-last. If Target takes >=50% casualties in single round of shooting, make a Nerve test.

Melee

Units issued Charge orders fight in melee after moving. Models in base contact with the enemy attack with a no. of dice equal to their (Att) , requiring a score equal to their (Hit) stat to hit. Modifiers:

-1 Defensive position/ Disrupted charge.
+1 Target suppressed when charged.
+1 Target is Ordnance.
+2 Armored Target moved over 12".
-2 Armored Target did not move.

Roll successful hits again to convert them into damage, requiring a score equal to the (De) stat of the target.

Remove models as per shooting, replacing "out of sight models" with "models in base contact".

If Target takes >=50% casualties in single round of shooting, make a Nerve test, with Suppressed results counting as Destroyed. If target is destroyed, unit moves up to d6" in any direction, otherwise move d6" back, and leave enemy models in place.

Target unit is issued with a Disordered marker and cannot shoot in it's next activation. Subsequent activation tests automatically remove the Disordered marker & allow the unit to act normally.

Nerve

Roll 2d6 to test Nerve against the units (Ne) stat, if the roll is >= the second (Ne) value, unit is Destroyed. If the roll is >= the first (Ne) value, unit is Suppressed.

Test Nerve on Tough (n) Heroes/Armor/ etc. whenever damage is taken.

Armored Units (always have tough (3))

Movement orders:

Halt - Unit does not move.

Hard Turn - Pivot to face any direction.

Manoeuvre - Move straight forward or backward up to (Sp) stat in ". May make a single pivot of up to 90° at any point.

Full Speed: As above, Double Sp, no pivot.

Collisions: Move Full Speed into enemy Armor. D6 automatic hits on both vehicles, using opposite CS values.

Overrun: Move Full Speed through enemy Infantry, Heroes and Ordnance. Roll d6 (2d6 vs Ordnance targets) melee attacks (see right), hitting on 4+ using the CS value of the vehicle.

Armored units are immobilised on a roll of 1 when contacting difficult terrain/ obstacles, or on a roll of 4+ when damage is caused.

When **shooting at Armor**, weapons with Piercing (n) add +1 to its value when firing at the flank, and +2 when firing at the rear of the vehicle. When **attacking Armor in melee**, apply a +2 to the CS value of attacking models with that rule if the armor did not move. When Armor is destroyed, the wreckage remains as Blocking Terrain on a roll of 4+.

Each weapon on Armored units may fire independently. Weapons appended with [F] fire in the front arc, [L] in the left arc, [R] in the right arc, [P] in the rear arc. [A] Weapons have a 360° arc of fire.

Ordnance: Moves at normal speed when Disordered or gets Suppressed. Always has Reload!, Lumbering, and Tough (3).

Heroes/Monsters: Always have Tough (3)

By Boris Samec

WARPATH 2.0 QUICK REFERENCE SHEET - SPECIAL RULES

By Boris Samec

Blast (n): Roll to hit. Any hit caused is multiplied by (n) before rolling to damage.
Bulky: The unit cannot be transported.
Craven: If the unit wants to Charge, roll a die. If a 1 is rolled, the unit Halts instead.
Crushing Strength (n): All Melee hits inflicted by the unit have a +n modifier when rolling to damage.
Elite: Whenever the unit rolls to hit, it can reroll one of the dice that failed to hit.
Fast: Unit trebles its Speed when moving At The Double or at Full Speed.
Headstrong: When you are trying to activate this unit when it is Suppressed, you can re-roll the die for shaking off the effects of Suppression and successfully activating.
Hoverer: The unit moves over anything without penalties, but cannot land on top of them. In addition the unit cannot Overrun enemy units, and it can only initiate a Collision against enemy units that also have this rule. The unit can be charged only if it's already Immobilised. The unit also has the Nimble special rule.
Howitzer: The weapon may either be fired normally or by using the Indirect Fire special rule. Declare before you fire.
Immobile: This unit must always 'Halt' when activated and cannot move. If forced to move by any reason, it is destroyed.
Indirect Fire: Never suffers any to hit modifiers for range or cover. Cannot target units within 12". The weapon may be fired at targets that the operator cannot see, with an additional -1 To Hit modifier.
Infiltration: During your Deployment, you can place this unit up anywhere on the table outside of the enemy's Deployment area and more than 12" from any enemy unit that has already deployed.
Inspiring: If the unit itself, or any friendly unit within 6" of it, fails an Activation Test, you can choose to immediately re-roll the die. The second result stands. This ability can only be used once per Turn. Re-roll cannot be used on the additional roll that Suppressed units have to make.
Jump Jets: The unit can move as normal, or can activate its jump jets. If it does so, its Speed changes to 9, and it can move over anything without penalties, but still cannot land on top of Blocking Terrain or within 1" of another unit. If it Charges using its jump jets, in the ensuing Melee it does not suffer the -1 to hit penalty for charging a defensive position or for a disrupted charge. Unit cannot mount or dismount from a transport using jump jets.
Lumbering: The unit cannot move At The Double or at Full Speed. When Charging, it does so at normal speed and not at double speed.
Nimble: If moving at normal speed, the unit can make a single extra 'Hard Turn' move at any point during its movement.
Open Top: Not Steadfast. Transported units can be activated without Dismounting. Up to 3 transported models can fire. Passengers cannot shoot if the transport has already activated and moved at Full Speed. Transported units can move At The Double and Charge after Dismounting from an Open Top unit However, they charge at their normal Speed, rather than doubling it.
Piercing (n): All hits inflicted by this weapon have a +n modifier when rolling to damage.
Pistol: A model armed with a pistol has one extra Attack in Melee. In addition, if the pistol has a Piercing value, it confers an equivalent Crushing Strength to all of the model's Melee attacks. If the model already has a higher Crushing Strength value, use that instead.
Recon: The unit can make a single At The Double or Full Speed move after all Deployment is finished, but before the players roll for the Initiative on Turn 1. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his Recon units first, then the players alternate until all Recon units have been moved.
Reload!: The weapon can only be fired if the unit has Halted during this activation.
Saturation: This weapon always hits on 4+, regardless of any modifiers.
Sniper: If the unit remains stationary and fires, this weapon's shots ignore any cover modifiers and the Stealthy special rule.
Stabilised: If this unit moves at Full Speed, it can still fire one of its weapons (except for weapons with the Reload! special rule).
Steadfast: The unit treats Suppressed results on Nerve tests as Steady instead, including in Melee.
Stealthy: Enemies shooting against the unit suffer an additional -1 to hit modifier.
Tough (n): Models with this rule are only removed when they have taken n points of damage. If the unit is damaged but not destroyed, it must take a Nerve test.
Transport (n): Can transport up to n models from multiple units. Units may be deployed in Transport. Units can mount Transport by moving within 1". Transported units cannot be activated, except to dismount. To dismount, make a successful activation test, and place the models in formation within 3" of the transport. Unit must then make a normal Move (no Charging or At The Double), and counts as having moved. If a Transport is destroyed with a units inside it, each unit takes d6 hits with Piercing (1). If the Transport wreck is removed, place the models in its place. If the wreck remains in place, place the models within 1" of the wreck, maintaining formation.
Vicious: Whenever the unit rolls to damage, it can re-roll one of the dice that failed to damage.
Zap! (n): The model has a ranged attack. This attack has a Firepower of n, a range of 24", always hits on 4+ (regardless of modifiers) and is Piercing (1).

Version 1.0 - Compiled by scarletsquig.

Asset Procurement

by Michael Grey

PART 3

He couldn't use the radio. Kaige would know, and Klein did not want to see the Enforcers appear amongst them again. That meant getting a warning to Winters in person. Perhaps between the two squads they would stand a chance of defending themselves against the Enforcers, and whatever else was on the ship.

Klein expanded the view on the tac-com until it showed the route Alpha took on their own sweep, synchronized wirelessly from Winters' own computer. The limit of Alpha's own map told him where they were. Klein aimed his own marines in that direction and moved.

No mind was given to branching corridors or rooms other than cursory checks. The primary need was for speed, and the second silence. The men moved as quietly as fully geared marines could. Hand signals replaced words, a fist and a wave telling each marine all he needed to know.

Klein tracked their movement with quick glances to the tac-com. The painted lines springing up around their position etched quickly, and the dust motes swimming past, disturbed by their swift passage, told him just how fast they were moving. But would it be fast enough?

He strained to detect anything beyond the squad's torches, but always his eyes were checked from seeing further than their moving island of light, and the only sounds were the clang of boots on gantry. In the ship's decades long silence it must sound like cannon fire, and he could only hope Kaige, his men and their quarry were too intent on the hunt to hear their approach.

Sluzinski was still at their head, approaching a branch in the corridor when he once more dropped to a crouch, causing marines to fall over the men front as they stopped.

By Boris Samec

By Boris Samec

"Get down!" hissed Haskomb, pulling the nearest marine to a squat. "Lower your bloody profiles, and double those fields of fire."

Klein checked the map. They were perhaps two corridors from Winters' position. And that meant anything could have spooked Sluzinski. He sidled up to point, hearing and seeing no sign of what caused the stop, and said in a soft whisper. "Marine?"

"I don't know, sir," Sluzinski said with s shake of his head. "Something. Maybe footsteps." Klein listened. Nothing. "How many and heading which way?"

"Like I said, I'm not sure." He raised his head a fraction and tilted it this way then that, straining to hear. "Maybe this way?" He shifted his rifle light down one branch, highlighting nothing but dust motes. "Or this." He swung his rifle around in time for a pale face to launch itself at them.

Sluzinski cried in surprise, falling backwards in his haste to aim, and fired a ragged burst into the ceiling.

Klein brought his own pistol up, but without Sluzinski's torch he may as well be blind. He aimed in the direction the face came from, but before he could fire something took him in the gut, driving the air from his lungs and sending him backwards beneath his attacker. His pistol was dropped, forgotten in the struggle. Instead his arms came up. Partly in defense, partly flail at the unseen weight on his chest.

Then the weight was gone and light filled his world. He blinked and the tableau swam into view. The light was a marine's torch. Above him Haskomb held the struggling form a marine Klein half recognized in a bear hug.

The man fought like a trapped animal against Haskomb's hold. He threw his head to either side and flailing boots caught Haskomb against the knee caps several times, but the old sergeant did not flinch.

He swung his rifle around in time for a pale face to launch itself at them.

"Calm down, soldier! Cam down!"

The man continued to struggle, adding strained grunts to his fight. Klein saw a scream work its way up the man's throat, and pushed himself up, aiming to clamp one

hand over the marine's mouth before he could alert anyone to their presence. But before he could get there he looked into his eyes, and what Klein saw stopped him dead.

The marine opened his mouth to complete the scream, "Run!"

By Boris Samec

Klein twisted his head, turning towards the direction the man came from, looking down into the darkness. The dumb response of prey which knows it is in the hunter's sight. He sensed the rest of the men do the same until the entire team looked into the abyss.

Time slowed. The only sound the rushing of blood in Klein's ears. And then something,

What Klein saw stopped him dead.
The marine opened his mouth to complete the scream

"Run!"

faint, at the very periphery of his hearing. He strained his ears, leant forward a fraction, as the extra inch would make the sound discernible.

There was something out there. Some kind of... scuttling?

The corridor further down lit up with the staccato burst of rifle fire.

Someone around him shouted in panic. Fire was returned, by one, two, then three guns, until the corridor was a deafening tunnel of flashing red.

"Stop!" He barely heard the voice above the fire, and only just registered it was his own. "Stop! Cease fire!"

The shooting died almost as quickly as it began, until all that was left was the panting of his men and the *clink-clink* of cooling barrels.

"Lights," he ordered.

Rifle lights trained on the corridor, their mass easily illuminating the carnage left in their wake.

It was like intruding on a nightmare. The laser rifles had done their job perfectly;

cutting through armor and skin alike, leaving behind a bloody mess of bodies, slumped against each other on the floor, leaking blood over the black, alien bulkhead. But the most horrifying of all was the face of Lieutenant Garcia staring lifelessly from the middle of the heap, his mouth open in an eternal *O* of surprise.

"Go! Let me go!"

The marine in Haskomb's arms still struggled, fighting to be free.

By Boris Samec

"What the hell is going on, soldier?" demanded Klein.

Gunfire erupted once more down the corridor, from behind the mass of bodies that were once Garcia's squad

He received no answer, just another series of grunt as the man heaved against Haskomb's arms.

Klein's backhand caught him square across the jaw, numbing Klein's arm to the elbow but shocking the man into silence.

"What's happening?" he ordered again. "Where's Captain Winters?"

Gunfire erupted once more down the corridor, from behind the mass of bodies that were once Garcia's squad. Faltering bursts lit the black alloy like lightning.

As one his squad raised their own rifles. "Hold your fire," shouted Klein. He did not want any more blood on his hands. Haskomb gave up his fight to keep hold of the marine to lend his shotgun. The man fell to the deck but was off in a second, dodging between marines and fleeing into the darkness.

A shout brought Klein's attention back. The shooting down the corridor was becoming sparser, replaced by the pounding of feet on deck, and then a figure vaulted the smoking

pile of Beta Squad.

Klein relaxed a fraction when he saw it was human-shaped and not in the hardened armor of an Enforcer. When the figure stood he almost did not recognize the blood-specked face.

With a damp slithering noise his body was yanked over the hill of bodies by unseen hands

"Captain Winters!" shouted Klein.

Winters looked shocked to see Klein and Theta, but rallied quickly and was soon up and running toward them. Behind him two more marines were clambering over the charnel pile, struggling with one hand clutching their rifles, either not knowing or not caring what they pulled themselves over.

As the two marines landed and ran, one more reached Garcia's dead squad. Panting in ragged breaths, his eye's whites showing in Theta's torch lights. He dropped his own rifle to free both hands. It fell from view, pointing its light against the bulk head. Shadows flashed across the wall with frightening speed in the man's direction, and with a cruel prescience Klein saw what would happen before it unfolded.

The marine threw himself to the top of the pile, landing with a wet thump and, and began to scramble on all fours over its top. Before he made it half way the man arched backwards until his head was bent up at a painful angle, mouth as open as his eyes, and let forth with a single noted scream. Then the cry stopped suddenly, at the same moment the light dimmed in his eyes, and then he was pulled back. With a damp slithering noise his body was yanked over the hill of bodies by unseen hands.

The discarded rifle light danced once more with swift shadowy forms, retreating into the ship along with a *chittering* sound that sent a shiver down Klein's spine.

And then they were alone, with Winters and two men from Alpha squad.

Klein looked around. All his men stared at the body pile. Looks of disbelief mingled

By Boris Samec

Veermyn Scourger, By Mantic Games
Used with Permission

with that of fear. Winters also stared down the corridor, breathing like a sprinter and looking ready to vomit.

"What the hell's going on?" he demand, not bothering to make it sound anything other than an order. When Winters just kept on staring Klein shook him hard by the shoulder. "Captain?"

He focused with some effort on Klein, seeming to pull himself together.

"Lieutenant." He took a breath, swallowed. "Lieutenant. We need to get out of here. Now."

"Yes Captain, but where is your squad? Where are they?"

"They came out the wall, sir,"
"Right goddamn out of the walls. "

Winters looked around, for all the world as if he was surprised where he found himself. "Gone," he said. "Gone. Those... those *things."*

"What things!" He grabbed Winters by the shoulders and shook him hard. "What things, Captain?"

"They came out the wall, sir," said one of Winter's men. "Right goddamn out of the walls. They don't need the light, and they moved like buggery. You can barely shoot them. We tried to retreat but the bulkhead behind had closed, sir. We got stuck there with Beta. And then they got among us."

"They closed the bulkhead," Klein whispered. He turned to Haskomb and saw the look returned.

"We have to get out of here," Winters said again. He came to some decision and reached to his waist, grabbing at empty air, then patted, panicking at each time his fingers closed on nothing. He looked around

until his eyes fell on Klein's tac-com. Without saying anything he lunged for it.

Kaige knew what was on this ship, and wanted it enough to use us as bait to catch one

Reflexively Klein pulled it back, but Winters made another grab. "Give it to me, Lieutenant! We have to get back to the pod."

Klein held out a hand, nearly pushing Winters' face back. "We can't, Captain. Kaige will have the route blocked."

"Kaige?" Winters looked puzzled, and then realization dawned. "Kaige."

"What do you mean?" said one of Alpha's marines, looking between them. In the "Kaige is an Enforcer. They're with us."

"No," Klein shook his head. "Kaige knew what was on this ship, and wanted it enough to use us as bait to catch one."

"*Them?*" Winters demanded, his voice beginning to tremble. "Why would they *want* those things?"

Klein shrugged, feeling strangely calm in this ocean of danger, and powered up the tac-com. "Ours is not to know, Captain." The map confirmed his fears; the direction Alpha ran from was the most direct route to the pods. If Kaige and the Enforcers were indeed the ones who blocked Alpha's retreat they were between the marines and their escape. "Shit."

Then the thought occurred; that Alpha were to land closest to the ship's prow.

By Mantic Games
Used with Permission

"Captain, which way to the bridge?"

We have two groups out there that want us dead, and I intend to disappoint them both

Winters looked confused but hocked a thumb over his shoulder, indicating the corridor away from the bodies. Klein orientated the map and expanded the scale until the known shape of the ship displayed, along with their position on it. He could have smiled had the situation not been so dangerous; they were perhaps 200 meters from where the bridge would logically be.

"People, we're moving," he said, stowing the com. "We'll be going fast, but not at the expense of safety, copy? We have two groups out there that want us dead, and I intend to disappoint them both."

"What's the plan, Lieutenant?" said Winters, sounding more like himself.

"This is a ship. An alien ship, but still recognizable as one, and that's means they'll have some way of communicating from the control room." He picked his pistol from the floor and checked the action. "Okay? Good. Sergeant?"

Haskomb hefted his shotgun and grinned. "You heard the Lieutenant, group up! Sluzinski; back on point. Lawson, you're at the back. And keep your bloody ears open, son."

* * * * *

By Boris Samec

THEY were on the move.. Tension gave their steps an urgency which had been absent before. Klein left the tac-com alone, only checking their direction when they reached a junction. Instead he held onto his pistol. An irrational comfort given the amount of firepower around him, but there was nothing that could make him holster it.

They moved quickly, with Klein feeling safer with each step away from the sad encounter with Beta Squad.

Ahead Sluzinski stopped, but did nothing to indicate danger was imminent, just looked around him as if unsure of something.

Veermyn Nightmares, by Mantic Games
Used with Permission

"What is it, marine?" said Klein.

When Sluzinski didn't answer he moved forward, followed by Winters and Haskomb, and pulled up short just from Sluzinski. They stood before a room of cavernous proportions. It opened up from the corridor, blossoming out to either side and upwards, eating Sluzinski's light whichever way he directed it.

"Some kind of docking bay," said Winters, staring out into nothing.

Klein checked the com. The bridge was somewhere on the other side of the bay. He looked out into the open space, feeling it sapping what iota of confidence he felt building as they moved towards their goal.

Instead he held onto his pistol. An irrational comfort given the amount of firepower around him, but there was nothing that could make him holster it.

"We need to cross that?" said Winters.

By Boris Samec

Klein nodded.

"Hell of a tactical problem," said Haskomb. "Still, not point hanging around. We'll skirt the perimeter."

"No," Klein shook his head, "that will just slow us down, and if Kaige guessed we'd come this way he'd be expect ding that. We move across the center."

Winters looked between him, to the yawning blackness and back again, but said nothing and moved back to the squad. Haskomb stepped up to him as he turned.

"You really believe that, sir?"

"About it being unexpected? No, I don't. But rushing may get some of us through, and that's why you're taking this." He unhooked the tac-com from his belt and handed it across. "There's a signal booster uploaded. Find whatever looks like a radio and hail the *Andromeda* when you get there."

"What? No!" Haskomb tried to give the com back.

"That's an order, sergeant. Look, I know you resented being assigned a green lieutenant. I understand that. You've seen too many battlefields to take orders from some core world boy. But right now all that experience of yours means you're likely to see this out than me." He pushed the com into Haskomb's chest and forced the sergeant's gnarled fingers around it. "Take it and get as many of the boys back as you can."

He looked into Haskomb's eyes, determined to hold them until he saw the order had been understood but had to look away when he saw something he never thought he would; respect.

"Ready." Winters came up behind them, the rest of Theta and what remained of Alpha with him, each Marine's face set with determination.

You've seen too many battlefields to take orders from some core world boy. But right now all that experience of yours means you're likely to see this out than me

"Everyone know the plan," said Klein. Every head nodded. "Okay then. I want every quarter covered, we stop for nothing. Understood? Then move out."

They emerged from the confined passage into the corridor, their torches cutting a dozen shafts of light outwards, swinging this way and that, searching for threats. Klein felt the ceiling disappear above him as he moved, feeling oppressed by the abhorrent space around them.

The corridor they exited from disappeared beyond their torch's reach and Klein felt a stab of panic. They were without a point of reference now, a prick of light in a sea of black, and left to the tac-com on Haskomb's belt to keep them on target.

"Movement!"

Before Klein could register who spoke a rifle discharged to his left. Incandescent tracer fire lit up a splayed arc. Without stopping Klein knew the man hit nothing.

"Here!" shouted another.

Klein looked to his right. This time there was no shooting, but there was movement. There, at the fringe of the light, he discerned a lighter grey in a patch of black. A hint of fur and a scaled tail. It slipped out of sight before he could focus on it, but that there was something there beyond the light could not be denied.

Klein brought his eyes to the front just in time to see one of the Alpha marines bring up his rifle, aim, and be taken in the chest by something swift and fluid. It kept low to the ground as it seethed over the floor. The marine tracked it, bringing his rifle down as he tried to find an aim, but waited too late. The thing launched before the man fired, vaulting up into the marine's chest. In spite of the alarming speed Klein could make out the rudiments of the attacker. Short, no, compact; a body alternating between matted

There, at the fringe of the light, he discerned a lighter grey in a patch of black. A hint of fur and a scaled tail

fur and wrought iron, and a snout like some hunting beast.

It was that snout which did the damage. The marine screamed, whether in frustration or fear Klein would never know, as the thing impacted on his chest. Pincered teeth flashed yellow in the light, then bit down, cutting the scream off at the root as they

By Boris Samec

sliced through jugular and throat.

The attack's momentum continued. The now limp and top-heavy marine crashing backwards. As he hit the floor the thing rolled onward, coming up on padded, claw-tipped feet, before rushing into the shadows on the other side, dragging the body by the helmet as if it weighed nothing.

The whole attack was over before Klein could react, and within three seconds it was as if the marine had never been there. Most of the squad were none the wiser to what just happened, and those that saw bore a dumb look.

Veermyn Nightmare, By Mantic Games
Used with Permission

Pincered teeth flashed yellow in the light, then bit down, cutting the scream off at the root as they sliced through jugular and throat.

"Faster!" Klein shouted.

There was more movement at the edge of the lights. It was like the shadows boiled now. Almost inevitably another small form shot from the roiling mass. This time there was fire, for all it accomplished.

Once more a tailed body jumped, once more a marine was downed, although with the bitter twist that the man was not killed, and instead dragged into the shadows, baying like a frightened animal and holding out a hand of help that would never come.

Another shape detached itself and came at them. Klein was waiting. His pistol came up, aimed, fired.

A meaty thud impacted, and the thing slid to pulpy halt.

"Move! Now!"

They moved like the testudo formations of ancient Earth. Ringed by light, laser fire lancing out at each hint of movement in the darkness.

Where there was a gap one of the tailed forms raced at the marines, and where one of those bodies came racing, low to the floor, there was fire. The fight was joined and known now. The marines looked for lunges and met them with crossfire, tearing the swarming bodies in two when they came.

By Boris Samec

By the passing of grills beneath his feet Klein saw they were making progress, and dared a look forward. A wall's contours emerged from the dark ahead of them, edged dully from their darting torches. They were nearly there.

That was when one of the things landed amongst them. Falling from some unseen ceiling to land with the sharp clack of claw on metal.

Klein saw it land, but was too dumbstruck to fire his pistol before it moved, vaulting onto Captain Winters' back. Simian like fingers clasped his head, pulling it back with shocking ease, so its curved teeth could sink into his neck.

Klein watched it all in slow motion, feeling as if he were helpless to come to Winters' help even as he opened his mouth to cry in pain.

The scream brought him round, and alerted others also. The marine behind him turned, cried in alarm and brought his rifle to bear. "No!" shouted Klein.

The rifle fired a burst. The first shot took the thing in the shoulder, making it release its bite and squeal like a wounded pig. The second the shot cut into the darkness harmlessly. But the third struck another marine in the back of the head. Like a marionette with its strings cut the man fell without a sound, causing his neighbors to look down, away from their quarters.

Simian like fingers clasped his head, pulling it back with shocking ease, so its curved teeth could sink into his neck

That was all the opening the things needed. Bodies swarmed forward into the light at the sudden gap. One marine managed to look up get a shot off, punching one through its open mouth, before others fell on him like a tide. He cried for help, he cried for his mother and then cried no more.

By Mantic Games
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All semblance of order collapsed. Marines on the other side turned to face the new threat to their rear and the mass of writing bodies on their quarter surged forward. Klein gave the only order left. "Run!"

It scrabbled with tiny, clawed fingers trying to pry apart his leg plate, snapping its teeth in anticipation

They broke forward, every man rushing headlong, focused on their own survival.

A weight pulled itself up to Klein's shoulders, and he felt small hands seek to push his helmet to one side. An image of what happened to Winters flashed through his mind and his hands moved of their own accord; dropping his pistol and reaching over his shoulder. His fingers closed on damp fur and he pulled, throwing a small body over his shoulder.

The smell of damp musk filled his nose as the thing sailed by. The marine to Klein's front struggled with another of the things clamped to his leg. It scrabbled with tiny, clawed fingers trying to pry apart his leg plate, snapping its teeth in anticipation. The thrown creature barreled into it, sending them both crashing away on the floor. Klein kept moving, grabbed the struggling marine by the arm and hauling him along.

The furred creatures fell away from their rush, seeming to prefer falling upon their side and rear, but leaving the corridor before them open. One brute, taller and blacker than the rest, stood between them and the exit. It remained unbowed as they neared, hissing with a spitting malevolence and flexing its claws.

Without a break in his stride Haskomb cocked his shot gun, jabbed it forward until it was inches from the thing's face, and fired. Fur and bone flew in each direction, slapping wetly against Haskomb's breastplate.

It was almost a shock for Klein to realize they were in the corridor now. The creatures massed in the open space beyond the exit, easy prey for their rifles, allowing them to move.

"Keep on! Don't stop for anything!" shouted Haskomb above the continuous torrent of fire.

Fur and bone flew in each direction, slapping wetly against Haskomb's breastplate

Klein, weaponless, held onto the marine he rescued. He risked a glance down, seeing the man limped badly and favoring a right leg stained red through his fatigues. It was this looking down, allowing his eyes to concentrate on something other than the chaos around, that told him there was something wrong with the rifle fire. Hidden beneath the rapid, shrieking bursts was a deeper, more definite report. Hours at the practice range gave him an encyclopedic knowledge of the Corporation's arsenal, and he knew that he was hearing weapons his squad did not carry.

The realization struck as he looked up and forward, to see a crumpled patch of black, darker than the shadows around it, on the floor ahead. He did not need to a closer look as they overran it to guess what was happening.

Ahead the corridor split. The right would lead to the bridge. The left was filled with a

By Mantic Games
Used with Permission

scene from hell.

By Mantic Games
Used with Permission

Battle raged down the corridor. The creatures were everywhere, leaping, clawing. The floor and ceiling were just another surface to them. And in between and below them; the Enforcers.

Klein was forced to admire how they fought. They twisted faster than he could follow; spinning, weaving, as if to spite their hulking armor with every move. Blades flashed from their right arms, every one dripping red, cutting and slicing wherever they flew. Heavy pistols followed their heads around, firing sparingly, and impacting with each shot. But for each kill there were another three creatures alive and breathing and throwing themselves forward.

For each kill there were another three creatures alive and breathing and throwing themselves forward

What struck Klein the most was the silence of it all. There was the swish of blade and clacking scurry of claws on metal, but the Enforcers made not a sound. No war cries, nor cursed oaths. They fought and they died with silent efficiency.

It was obvious that this was where their trap was laid. To lure the marines into the open, bring out the creatures and secure a specimen. He could have smiled at his hunter's new role, were they not dying so quickly.

"Right, now!" He began dragging the other marine with him, seeing a locked bulkhead just meters away.

"Klein!"

He turned. He did not have a choice. His name was roared with a natural authority that the soldier in him near saluted. He looked, and saw the hulking form of Kaige, pounding his way through the carnage, swinging his arms left and right, juggernauting all the creatures from his path.

"Klein!"

"Faster!" he shouted.

Kaige came on. A slash with his blade and shot with his pistol and he was free, gaining speed. The floor shook with each pounding step.

Klein focused on the bulkhead to their front. If they could get to the other side and close it... his heart fell. It was a double-doored airlock, necessitating the first door to close before second could be opened. An easy enough maneuver in itself, made complicatedly time consuming by a large group carrying their injured.

Enforcer Strike Team, By Mantic Games
Used with Permission

Klein looked back at Kaige's incoming form.

In the weapon's torch he saw Kaige's teeth flash in a wicked grin

"Give me your weapon," he said to the marine at his side.

The man passed the rifle over and Klein handed his arm to another soldier, stopped running, and checked the magazine.

"Go!"

Haskomb pulled up, seeing Klein turn.

"Sergeant, you have orders."

Klein's attention was too focused on the oncoming Enforcer to see how the command was taken, but was pleased when Haskomb ran on with the squad.

That left him, and Kaige.

He slammed the magazine home and shouldered the rifle.

In the weapon's torch he saw Kaige's teeth flash in a wicked grin.

"You should have listened, Lieutenant. You could have

By Mark Smith

gone a long way."

Klein took aim, unsure if the rifle would even penetrate Kaige's armor.

"I'm going all the way to Declan Five, Kaige. That's far enough for me."

Kaige's laughter matched the relish in his eyes for the coming slaughter. He swept his blade through the air in a practiced swing. Klein narrowed his gaze, sighting down the barrel and trying to draw a line on Kaige's face when the largest creature Klein had yet seen took Kaige in the side.

It slammed into Kaige's shoulder, coming headlong from a side corridor, and crumpling Kaige's arm into his side. Klein winced reluctantly at the wet snap of cartilage breaking.

Veermyn Night Spawn, By Mantic Games
Used with Permission

The thing was huge. Easily as big as Kaige's armor, and heavy enough to pin the Enforcer to the wall.

Kaige turned his head to face his attacker, tried to move and bared his teeth in pain and he struggled against his broken arm. The thing was playing with him. All the other attacks had been designed to kill or capture, dragging marines into the darkness for purposes unknown. But here, in front of Klein, he saw this monster of a beat seeming to play with its prey.

Kaige turned his head to face his attacker, tried to move and bared his teeth in pain and he struggled against his broken arm. The thing was playing with him

It leaned in, and its snout quaked as it sniffed Kaige's face.

Kaige pushed once more, failed once more, and spat into the creature's vast mouth.

It blinked jet black eyes, nonplussed in a surprisingly human way, and then roared a bass bellow, splattering saliva and mucus across Kaige's face.

For his part, the look of determined hatred never left Kaige's face, not even when the beast pulled back its arm and drove forward a drill the size of Klein's body.

It bit into Kaige's size, cutting through steel and armor, discharging smoke and sparks, until the grinding became vilely wet. Kaige shook in his armor, emitting stuttering grunts, but never screaming, until the creature pulled hard on the drill, yanking it free in a spray, and Kaige fell still.

The creature turned its head to Klein.

It bit into Kaige's size, cutting through steel and armor, discharging smoke and sparks, until the grinding became vilely wet.

He ran. Dropped the useless rifle, turned, and sprinted back down the corridor. He was both relieved and horrified to see the squad were still pushing themselves into the airlock, squeezing each body in, unwilling to split the squad without knowing what would meet them on the other side.

Haskomb was still outside, pushing with one hand, yelling orders to get in when he heard Klein's pounding boots and looked up. He saw Klein, then looked passed him and went pale.

"Get in!" shouted Klein. But Haskomb didn't. He gave another heave, forcing a marine with a bloody ear further into the press, then turned.

Klein didn't see the fist which Haskomb threw, but felt himself disjoint from consciousness as it connected. He fell into the space Haskomb just made, then felt something pushed hard into his gut.

His vision swam into focused to find the tac-com re-hooked on his belt. He looked up to see Haskomb looking grim, and behind him the outlined form of the creature as it scrambled up the corridor towards them.

"No," was all he managed.

Haskomb gave him a curt, final nod, and then hit the release. The door slid closed, swishing centimeters from Klein's nose, and giving him one last look of the Sergeant as

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he turned towards the beast, cocking his shotgun.

"No!"

There was a gun shot. The door shook with a violent impact, and then all went quiet.

"No," he whispered.

The door behind them slid open, triggered by the closing of the first, and they all nearly fell backward. Some retained enough sense to take up defensive positions, covering them from potential attack. But none came. Klein had guessed right. This was obviously a bridge, although one of alien design. Organic looking control panels filled the walls, facing seats molded for smaller bodies than the marines.

He ordered the marines to disable the door controls and secure the entrance for a defensive fight. Only then did he check the tac-com, and he could have cried. The comms app flashed, showing a weak signal between it and the Incisor, connecting to the pod through the hull.

And if he could access the pod's comms through the tac-com…

"Come in *Andromeda Star. Andromeda Star,* this is Lieutenant Klein."

Nothing. Klein's heart sank, then the unit crackled into life. *"Copy Lieutenant Klein, this is Andromeda Star. What is your situation?"*

This was obviously a bridge, although one of alien design. Organic looking control panels filled the walls, facing seats molded for smaller bodies than the marines.

Klein did not answer immediately. He rested his head against his wrist and thanked any god left for this deliverance.

"Request immediate extraction, *Andromeda.* Squads Alpha through Gamma are dead, repeat, squads Alpha through Gamma are dead. Captain Winters and Kaige too. We have," he did a count," eight requiring extraction with wounded. Copy?"

By Boris Samec

"*Copy that. One moment, Lieutenant.*" And the line went dead.

"I'm afraid I can't do that." The line went quiet for a moment

"What the hell was that?" said a marine. But before Klein could answer the radio sparked on again.

"This is Commander Kamry. Lieutenant Klein, are you there?"

"Commander, this is Klein," he said with relief. "Immediate extraction is requested. Do you copy that?"

"Lieutenant, what is your situation. Where is Captain Winters?"

"Dead, they're all dead."

A pause. "*What about Kaige?*"

"Dead. It was a set up, Commander. We were attacks by these... *things.* Kaige knew they were here and used Captain Winters for bait. They're all dead, Commander. Everyone but us."

Another pause, more telling than the last. *"I'm very sorry to hear that, Lieutenant."*

"I appreciate the thought, Commander, but just please launch extraction pods."

"I'm afraid I can't do that." The line went quiet for a moment, and in his mind's eye Klein saw Kamry entering launch codes into a console which had nothing to do with Incisor pods.

"You knew," he said. It was not a question.

"If it is any consolation you and your men have done a service to SLA Industries, and

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your deaths will be recorded as heroic ones for the cause. You're a hero, Lieutenant. Congratulations."
The line cut out.

He stared into the tac-com, at the blinking red aerial of the terminated connection, then up at his men. In turn, they all looked at him. Fear and hope were evident on some faces, but all bore the trust that he, as their officer, would get them home.

He closed his eyes, unable to meet their gazes, and could almost hear the descending note of incoming ordnance.

"I'm sorry," was all he could say.

THE END

For more stories like this, visit Michael's blog at www.michaelgrey.com.au

Warband Name: _____ Race: _____

Hero: _____Starmetal: _____

Warband Gp Value: _____ Gold Pieces:_____

Warband Members:

Model	Spd	Me	Ra	Def	Att	To	Value (gp)	Special Rules and Equipment	Experience

By Pathfinder Pete McF

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